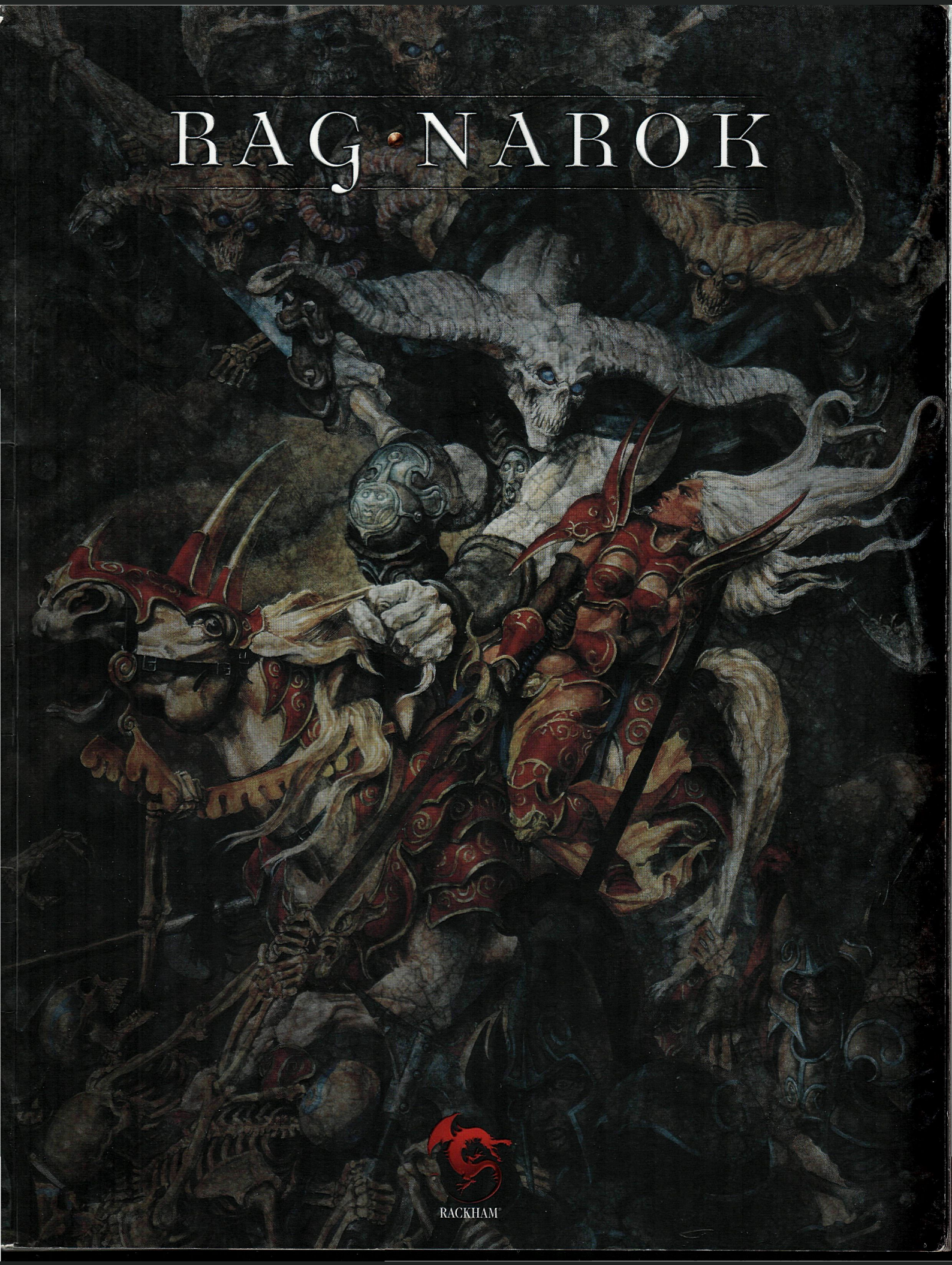
RAG·NAROK



RACKHAM

Credits

Collection Director
Jean Bey.

Editor
Philippe Chartier.

Publishing Director
Sébastien Célerin.

Writing and Conception
Jean Bey, Ivo Garcia, Pascal Petit, Nicolas Raoult, Jérôme Rigal and Olivier Roullier.

Artistic Director
Jean Bey.

Layout and Graphic Design
Franck Achard, Nicolas Folliot, Mathieu Harlaut and Sébastien Lavergne.

Iconography
Gwendal Geoffroy.

Chief of Production
Nicolas Hutter.

Illustrations
Jean Bey, Paul Bonner, Gary Chalk, Édouard Guiton, Florent Maudoux, Paolo Parente, Didier Poli and Jean-Sébastien Rossbach.

Map of Aarklash Design
Nicolas Fructus.

Miniature Sculpting
Michaël Bigaud, Benoît Cosse, Yannick Fusier, Alexandre Aragorn Marks, Nicolas N'Guyen, Olivier Nkweti Lafitte, Nicolas Normand, Elfried Perochon and Stéphane Simon.

Miniature Painting and Scenery
Frédéric Bisseux, Vincent Fontaine, Martin Grandbarbe, Guillaume Hemery, Julien Lissarrague and Sébastien Picques.

Photography
Jean-Baptiste Guiton.

Translation
Peter Patzak.

Thanks to
Raphaël Guiton and the Rackham team.

The miniatures were created by RACKHAM®.
They come from the world of RAG'NAROK® and CONFRONTATION, two games published by RACKHAM®
CADWALLON®, CONFRONTATION®, HYBRID®, the HYBRID® logo, HYBRIDES®, the RACKHAM® logo, RAG'NAROK® and WOLFEN® are all registered trademarks owned by RACKHAM®. All rights reserved
Copyright © 1996-2005 RACKHAM®.
All illustrations, photographs, miniatures and miniature names are exclusive RACKHAM® creations owned by RACKHAM®.

The information in this publication, including but not limited to the texts, names, prices, packaging, illustrations and photographs, is given with reserve. It is given exclusively as reference and may be subject to modifi cation without further notice. RACKHAM® miniatures are not toys. They contain lead and must not be chewed or swallowed. This product is not suitable for children under the age of 14. Some miniatures come in separate parts and require assembly. Scenery, paints and glue not included. Non-binding illustrations and photographs. RACKHAM® miniatures are made in France. CONFRONTATION, RAG'NAROK, HYBRID and CADWALLON are games published by RACKHAM®.

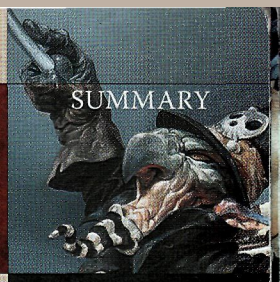
RACKHAM®

44, rue de Lagny.
93 100 Montreuil-sous-Bois. France
Tel : + 33. (0) 1.55 86 89 20
Fax : + 33. (0) 1.55 86 89 25

www.rackham.fr
www.rackham-store.com

© Copyright RACKHAM®, 1996-2005.
All rights reserved.

Printed by Realgraphic
(90000 Belfort)
Printed in France



Summary

Introduction 6
The spirit of the game 6
A collectable miniatures game 6
A wargame 7
Beginning to play 8
Raising an army 8
Hoist your colours 8
Preparing the battlefield 9

CHAPTER I: TO ARMS! 10
1.1 The gaming material 10
1.2 The fighters 11
1.2.1 Characteristics 11
1.2.2 Equipment 12
1.2.3 Abilities 12
1.2.4 Army Points (A.P.) 12
1.2.5 Rank 12
1.2.5.1 Magicians 13
1.2.5.2 The faithful 13
1.2.6 Size 14
1.2.7 Wound levels 14
1.2.8 Combat dice 14
1.3 General rules 16
1.3.1 Characteristic tests 16
1.3.1.1 Result modifiers 16
1.3.1.2 Special cases 16
1.3.2 Formations 17
1.3.2.1 Close formation 17
1.3.2.2 Scattered formation 17
1.3.3 Lines of sight 18
1.3.3.1 Hidden targets 19
1.3.3.2 Within Units 19
1.3.4 Wounds and Losses 19
1.3.5 The influence of fear 20
1.3.5.1 The Courage test 20
1.3.5.2 Immunity to fear 21
1.3.6 States 21
1.3.6.1 Control 21
1.3.6.2 Disorganisation 21
1.3.6.3 Rout 21
1.3.6.4 Tactics 22
1.4 Review of the troops 23
1.4.1 Units 23
1.4.1.1 Unit Numbers 23
1.4.1.2 Domination Factor 23
1.4.1.3 Rank of a Unit 25
1.4.2 Characters (Independents) 25
1.4.3 Allies and Mercenaries 25
1.4.4 Commanders (Independents) 25
1.4.4.1 Characters (Independents) 25
1.4.4.2 Loss of leadership 25
1.4.4.3 Absence of leadership 26
1.4.4.4 Modifying the commander's characteristics 26
1.4.4.5 Multiple commanders 26
1.4.4.6 Commanders in Rout 26
1.4.5 The Commander-in-Chief (Independent) 27
1.4.5.1 Privilege of the Commander-in-Chief 27
1.4.5.2 Commander-in-Chief in Rout 27
1.4.5.3 Death of the Commander-in-Chief 27
1.4.6 Unit Leaders (Independents) 28
1.4.7 Musicians and standard-bearers (Independents) 28
1.4.7.1 Alone in a Unit 28
1.4.7.2 In a war-staff 28
1.4.8 The army standard 30
1.4.9 War machines 30
1.5 Unit composition 31
1.5.1 The troops 31
1.5.2 Independents 31
1.5.2.1 Characters 31
1.5.2.2 Leaders 31
1.5.3 Machines 32
1.5.4 Allies and Mercenaries 32
1.6 Final preparations 33

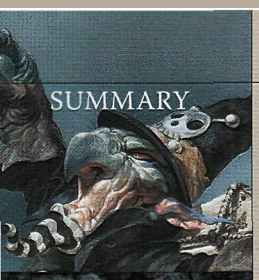
CHAPTER II: TAKE YOUR POSITIONS! 34
2.1 Battlefields 34
2.1.1 Battle 34
2.1.2 Interception 34
2.1.3 Ambush 34
2.1.4 Entrenchment 34
2.2 The Tactical Roll 34
2.3 Deployment 35
2.3.1 The approach 35
2.3.2 Scout deployment 36
2.3.3 Reserves 37
2.3.3.1 Entry of the reserves 37
2.3.3.2 Reserves entry order 37
2.3.3.3 Units held in reserve 37
2.3.3.4 Scouts held in reserve 37
2.3.3.5 Magicians held in reserve 37
2.3.3.6 Faithful held in reserve 37
2.4 The Game round 40
2.4.1 Rallying phase 40
2.4.2 Reserves entry phase 40
2.4.3 Attribution of Orders 40
2.4.4 First firing and incantation phase 40
2.4.5 Movement phase 41
2.4.6 Divination phase 41
2.4.7 Second firing and incantation phase 41
2.4.8 Hand-to-hand combat phase 41
2.4.9 Mana recovery phase 41

CHAPTER III: AYE, SIR! 42
3.1 Number of Orders 42
3.1.1 Basic Orders 42
3.1.2 Additional Orders 42
3.2 Order attribution 44
3.3 Actions and reactions 44
3.3.1 Actions 44
3.3.2 Reactions 45
3.3.3 Special cases 45
3.3.3.1 Orders of Independents 45
3.3.3.2 Orders of magicians and the faithful 45
3.3.3.3 No Order 45
3.3.3.4 First firing and incantation phase (Phase 4) 45
3.3.3.5 Orders in a fray 45

CHAPTER IV: FIRE! 46
4.1 Who can fire? 46
4.2 Firing at who? 48
4.2.1 Choice of targeted Units 48
4.2.2 Choice of targets within a same Unit 48
4.2.3 Flying Units 48
4.3 Firing resolution 50
4.3.1 Range and difficulty 50
4.3.2 Firing into a fray 50
4.4 Shot wounds 51
4.4.1 Wounding one's own troops 51
4.4.2 Removing losses 51
4.5 Rout caused by firing 51

CHAPTER V: INCANTATION 52
5.1 The Elements 52
5.2 The paths of magic 52
5.3 Orders and magicians 52
5.4 The laws of magic 53
5.4.1 The mana reserve 54
5.4.2 Casting restrictions 54
5.4.3 The incantation 54
5.4.3.1 Improving one's mastery 54
5.4.3.2 Rapid incantation 54
5.4.3.3 Prolonged incantation 54
5.4.3.4 Successful incantation 55
5.4.4 Countermagic 55
5.4.4.1 Absorbing a spell 55
5.4.4.2 Countering a spell 55
5.5 Rituals 56
5.5.1 The council 56
5.5.2 Initiating a ritual 56
5.5.3 Interruption of a ritual and dislocation 57
5.5.4 Final incantation 57
5.5.5 Rituals and division of the targeted Unit 57
5.6 Mana recovery 58
5.6.1 Magicians in a fray 59
5.6.2 Trance 59

CHAPTER VI: CHARGE! 60
6.1 Resolving an Order 60
6.1.1 Cancelling an Order 60
6.2 Actions orders 61
6.2.1 Immobile 61
6.2.2 March 61
6.2.3 Run 61
6.2.4 Move and fire 61



6.2.5 Fire 61
6.2.6 Charge 63
6.2.7 Didengage 65
6.2.7.1 Disengagement by evasion 64
6.2.7.2 Disengagement by force ... 64
6.3 Reaction orders 65
6.3.1 Retreat 65
6.3.2 Flee 65
6.3.3 Pursuit 65
6.3.4 Charge Reception 67
6.3.5 Counter-charge 67
6.4 Manoeuvres 70
6.4.1 Reformation 70
6.4.1.1 Automatic Reformation ... 70
6.4.1.2 Rapid Reformation 70
6.4.2 Reorientation 71
6.4.3 Quarter-turn 71
6.4.4 Half-turn 71
6.4.5 Moving backwards 71
6.4.6 Regrouping several Units 72
6.4.7 Dividing a Unit 72
6.4.7.1 Division of a Unit during the movement phase 72
6.4.7.2 Division of a Unit during a thrust 72
6.4.8 Moving sideways 72
6.4.9 Leaving a Unit 73
6.5 Movements 73
6.5.1 Special cases 73
6.5.1.1 Moving through a friendly Unit 73
6.5.1.2 Ignoring obstacles 74
6.5.1.3 Varying movements within a Unit 74
6.5.2 Ignoring an enemy Unit 74

CHAPTER VII: DIVINATION 76
7.1 Protectors of the faith 76
7.1.1 Faith 76
7.1.2 Cults 76
7.2 Orders and the faithful 77
7.3 Calling on one's god 77
7.3.1 Distribution of miracles 77
7.3.2 Calling conditions 77
7.3.3 Temporary Faith 78
7.3.4 Calculating Temporary Faith 78
7.3.5 Duration of Temporary Faith's validity 78
7.3.6 Mercenaries, Allies, Stateless fighters and Temporary Faith 78
7.3.7 Calling a miracle 78
7.3.8 Fervour 79
7.3.9 Applying the effects 79
7.3.10 Strengthening the bond 79
7.3.11 Censure 79
7.4 Special cases 80
7.4.1 Merin and the Griffins of Akkylannie 80
7.4.2 The dwarves of Mid-Nor 80
7.5 Communions 80
7.5.1 The conclave 80
7.5.2 Initiating a communion 80
7.5.3 Interruption of a communion 81
7.5.4 The final call 81
7.5.5 Communions and Censure ... 81
7.5.6 Communions and Fervour 81

CHAPTER VIII: CRY HAVOC! 82
8.1 Charge and engagement 82
8.1.1 Charging out of range 83
8.1.2 Dive attack charge 83
8.1.3 Positioning of miniatures in a fray 83
8.1.3.1 Positioning miniatures according to bases 83
8.1.3.2 Formation distance 87
8.1.3.3 Counter-charge 87
8.1.3.4 Differences in FEAR within a fray 89
8.1.3.5 A Unit in a terrible state 89
8.1.4 Attack orientation 89
8.1.5 Charge penalties 89
8.2 Hand-to-hand combat 89
8.2.1 Fray splitting 89
8.2.2 Choice of combats 91
8.2.3 Combats 91
8.2.3.1 Initiative test 91
8.2.3.2 Combat dice 91
8.2.3.3 Attack or defence? 91
8.2.3.4 Attack resolution 91
8.2.3.5 Defence resolution 92
8.2.3.6 Measuring Losses 92
8.2.3.7 Devastating attack 93
8.2.3.8 Removing Losses 95
8.2.3.9. Retaliation 95
8.3 Advantages of Characters 96
8.3.1. Additional combat dice 96
8.3.2 Counter-attack 96
8.3.3 Master strike 96
8.4 Combat outcome 97
8.4.1. Determining the winner 97
8.4.2 Courage test 97
8.4.3 Thrust movement 97
8.4.4 Elimination of opponents 101

CHAPTER IX: WAR MACHINES 102
9.1 Movements and manoeuvres 102
9.1.1 Mobile machines 102
9.1.2 Immobile machines 103
9.1.3 Reorientation 103
9.2 Firing 104
9.2.1 Firing Mobile machines 104
9.2.2 Firing Immobile machines ... 104
9.3 Artillery 104
9.3.1 Perforating artillery 104
9.3.1.1 Light artillery 104
9.3.1.2 Heavy artillery 105
9.3.2 Artillery with zone effect 105
9.3.2.1 Light artillery 106
9.3.2.2 Heavy artillery 106
9.4 Losses caused by artillery fire 106
9.5 Machines in hand-to-hand combat 106
9.5.1 Mobile machines 106
9.5.1.1 Combat characteristics 106
9.5.1.2 Thrust movement 106
9.5.1.3 Disengagement 106
9.5.2 Immobile machines 106
9.5.2.1 The crew 106
9.5.2.2 Combat 107
9.5.3 Loss of servants and destruction of machines 107
9.5.3.1 Mobile machines 107
9.5.3.2 Immobile machines 107
9.6 Capture of a war machine 107
9.7 Destruction of war machines 107
9.8 War machines, leadership and fleeing 107
9.8.1 Mobile machines 107
9.8.2 Immobile machines 107

CHAPTER X – Appendix 1: Scenarios 108
10-1.1 Annihilation 108
10-1.2 War of positions 108
10-1.3 Scorched earth 108
10-1.4 Escort 108
CHAPTER X – Appendix 2: Review of the troops 109
10-2.1 Special capacities 109
10-2.2 Artefacts 109
10-2.3 Spells and rituals 109
10-2.3.1 Spells 109
10-2.3.2 Rituals 110
10-2.4 Miracles and communions 111
10-2.4.1 Miracles 111
10-2.4.2 Communions 112
10-2.5 Experience cards 113
10-2.6 War machines 113
10-2.6.1 Structure Points 113
10-2.6.2 Weight 113
10-2.6.3 Crew 113
10-2.6.4 Rank 113
CHAPTER X – Appendix 3: Details on spells, miracles, magic objects and aptitudes 114
10-3.1 General points 114
10-3.1.1 Reference cards 114
10-3.1.2 Activating an effect 114
10-3.1.3 Modifying characteristics 114
10-3.1.4 Pursuit movements 114
10-3.1.5 Physical feats 114
10-3.1.6 Area of effect 114
10-3.1.7 Modifying the Wound degree 115
10-3.1.8 Capacities of clans 115
10-3.1.9 Fear 115
10-3.1.10 Spells and miracles with "contact" range 115
10-3.2 Special cases 115
10-3.2.1 Special objects and equipment 115
10-3.2.2 Special capacities 119
10-3.2.3 Spells 121
10-3.2.4 Miracles 124
10-3.2.5 Experience cards 124
10-3.2.6 Unusable cards in Rag'Narok 124
CHAPTER X – Appendix 4: Constructs and the Living-dead ... 126
10-4.1 Stranglehold 126
10-4.1.1 Luminous Stranglehold (Constructs) 126
10-4.1.2 Dark Stranglehold (Living-dead) 126
10-4.2 Additional Orders 126
10-4.3 Increasing Discipline 127
10-4.3.1 Crâne warriors 127
CHAPTER X – Appendix 5: Abilities 128
CHAPTER X – Appendix 6: Abilities of war machines 138

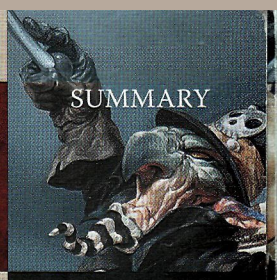


TABLE OF HELP BOXES

Introduction 6
1.A Close formations 17
1.B Scattered formations 17
1.C Lines of sight 18
1.D The Courage test 20
1.E Fleeing rules 22
1.F Fleeing 22
1.G Tactical choices, gaming choices 23
1.H Non-commander Independents 25
1.I.1 Transmission of Leadership .. 26
1.I.2 Transmission of Leadership .. 26
1.I.3 Transmission of Leadership .. 27
1.J Exception of Constructs and the Living-dead 28
1.K Fear-inspiring Commanders and War-staffs 28
1.L Transmission of Leadership by a War-staff 29
1.M Exceptions (Independents) 32
1.N The paths of Alliances 32

Chapter II: Take your positions 34
2.A Battle 35
2.B Interception 35
2.C Ambush 35
2.D Entrenchment 35
2.E Altitude Levels 35
2.F.1 Battle – Rounds 1 and 2 38
2.F.2 Battle – Rounds 3 and 4 38
2.F.3 Battle – Rounds 5 and + ... 38
2.G.1 Interception Rounds 1 and 2 38
2.G.2 Interception Rounds 3 and 4 38
2.G.3 Interception Rounds 5 and + ... 38
2.H.1 Entrenchment Rounds 1 to 4 38
2.H.2 Entrenchment – Round 3 38
2.H.3 Entrenchment – Round 4 39
2.H.4 Entrenchment Rounds 5 and + ... 39
2.I.1 Ambush – Rounds 1 to 4 39
2.I.2 Ambush – Rounds 5 and + ... 39
2.I.3 Ambush – Rounds 1 and 2 39
2.I.4 Ambush – Rounds 3 and 4 39
2.I.5 Ambush – Rounds 5 and + ... 39

Chapter III: Aye, Sir! 42
3.A Allies and Mercenaries 43
3.B Basic Orders 43

Chapter IV: Fire! 46
4.A Rapid Fire 46
4.B Field of fire 47
4.C Choice of targets 48
4.D Measuring range 49
4.E Firing at a fray 50
4.F Removing losses 51

Chapter V: Incantation 52
5.A Elemental correspondence 53
5.B The influence of fear 53
5.C Casting restrictions 54
5.D Mana recovery 58
5.E Familiars 58
5.F Summoning fighters 59

Chapter VI: Charge! 60
6.A on the ground and in the air 61
6.B Charging field 62
6.C Moving around an obstacle when charging 62
6.D Charge and reorientation 62
6.E Disengagement 63
6.F Disengagement by Characters and War-staffs 64
6.G Special Disengagements 65
6.H Fleeing and charging 66
6.I Charge reception 66
6.J Counter-charge 67
6.K How to use orders 68
6.L Formations in a fray 70
6.M Reformation 70
6.N Reorientation 71
6.O Reorientation and movement 71
6.P Moving backwards 71
6.Q Division of a Unit 72
6.R Division of a Unit during a thrust 72
6.S Ignoring friendly Units 73
6.T Ignoring enemy Units 74

Chapter VII: Divination 76
7.A Fearing neither god nor man 78

Chapter VIII: Cry Havoc! 82
8.A Placement of miniatures for a fray 82
8.B.1 Placement of miniatures depending on their base's size Example 1 84
8.B.2 Placement of miniatures depending on their base's size Example 2 84
8.B.3 Placement of miniatures depending on their base's size Example 3 84
8.B.4 Placement of miniatures depending on their base's size Example 4 85
8.B.5 Placement of miniatures depending on their base's size Example 5 85
8.B.6 Placement of miniatures depending on their base's size Example 6 85
8.B.7 Placement of miniatures depending on their base's size Example 7 85
8.B.8 Placement of miniatures depending on their base's size Example 8 86
8.B.9 Placement of miniatures depending on their base's size Example 9 86
8.C Formation distances 87
8.D Fear and courageous Units 88
8.E Fray splitting 90
8.F.1 Combat separation 1 90
8.F.2 Combat separation 2 90
8.F.3 Combat separation 3 90
8.G Choice of fighters 91
8.H Note for Confrontation players 92
8.I Renowned equipment 92
8.J.1 Devastating attacks 1 93
8.J.2 Devastating attacks 2 94
8.K Removing losses 94
8.L Retaliation 94
8.M Rout in a fray 97
8.N Combat outcome 98
8.O.1 Thrust movement 1 99
8.O.2 Thrust movement 2 99
8.O.3 Thrust movement 3 100
8.P Fighter separation 100
8.Q Opponent elimination 101
8.R In formation or not? 101
8.S Living-dead and Constructs 101

Chapter IX: War machines 102
9.A Curves 102
9.B Quarter turn 103
9.C Perforating artillery 104
9.D Firing at miniatures at an altitude 104
9.E Artillery with zone effect 105
9.F Straying 105

Chapter X – Appendix 4: Constructs and the Living-dead 126
10-4.A Orb of Clarity 127
10-4.B Orb of Obscurity 127
Chapter X – Appendix 6: Abilities of war machines 138
10-6.A Impact/X 138
10-6.B Mowing 139

INTRODUCTION

For years the blood of the peoples of Aarklash has been spilled at the four corners of the continent. From the arid lands in the east to the immense forests of the west, small armies put their rivals to test. But each one of them knows that these skirmishes are only a meaningless prelude compared to the events to come.

For a long time now the warlords have been preparing themselves for the final battle. Out of fear or impatience, each one polishes his weapons and vows his soul to the gods.

How many false prophets, how many mistaken oracles have they announced so far? How many rumours have spread from the sordid alleys to the courts of kings and emperors? So many that some began doubting the ancient writs... Maybe they have finally been spared the dark and ever-so-dreaded hours. Maybe the gods will renounce this world, which has become inconsistent in their eyes. Hope is a cruel and vain feeling.

Yet this time has really come and no one can escape the fate that has been foreseen for all eternity.

The Rag'narok has just begun!

It is now up to you to write a chapter in the history of this land, the end of an age...

THE SPIRIT OF THE GAME

To fit into this book's general atmosphere, this preface should doubtlessly have been titled "The Spirit of War." Yet while reading the pages that follow it is important to keep in mind that *Rag'Narok* is above all a game.

A collectable miniatures game

A collectable miniatures game is played using miniatures representing the soldiers and troops used by the players. The game usually opposes two players who each control one of the two factions confronting each other. In this type of game the miniatures move about on surfaces of various sizes, from a game board to a huge table with mind-boggling scenery. Collectable miniatures games put into play many different worlds, be they historical (re-enacting battles of medieval times, of World War II...) or fictional (medieval fantasy, science fiction...).

These are much more than games played with "tin soldiers," for they use rules of varying complexity that divide the game into several phases. Every type of trooper (the miniatures) has its own characteristics allowing almost all situations in these different phases to be resolved.

"Come to me and forget the laws of your ancestors. Wherever I lay my gaze, everything becomes possible!"

The stat profiles of the various RACKHAM games are presented on playing cards that have the advantage of being multi-purpose. Indeed, these cards assemble a photograph of the painted miniature, its profile and a quote that reveals a part of Aarklash, the world of *Rag'Narok* as well as of *Confrontation* and *Hybrid*.

A wargame

Rag'Narok isn't strictly speaking a simulation of war. The principles of the game were designed with one thing clearly in mind: to give the players easily accessible rules that can be modified at will. It is therefore possible to simplify or to enrich the course of a game by leaving certain advanced rules aside or by using the whole arsenal (military, supernatural and divine, this game taking place in a heroic-fantasy world) at the army chiefs' disposal.

Why do we play? Every gamer could surely add his own personal touch to the answer to this question.

We play for the pleasure of being among friends and for the satisfaction we get from showing the miniatures we have painted with such care. We play to put our sense of strategy to test and to constantly take on new challenges. We play to win and to prove the superiority of our tactics and the value of our favourite troops.

Yet whatever the reasons mentioned, they all always end up reaching the same conclusion: we play for our entertainment.

This is why *Rag'Narok* doesn't claim to faithfully reproduce the true implications of a medieval battle. In this game the logic and the coherence proper to this kind of confrontation have very often been freely adapted or put aside to the benefit of simpler and especially more enjoyable rules.

In short, this book is made more for recreation than for competition. Tournament rules will of course see the light of day later on and everyone will be free to use them outside of official competitions. But for now we have chosen a simple criterion: a minimum of restrictions for a maximum of pleasure.

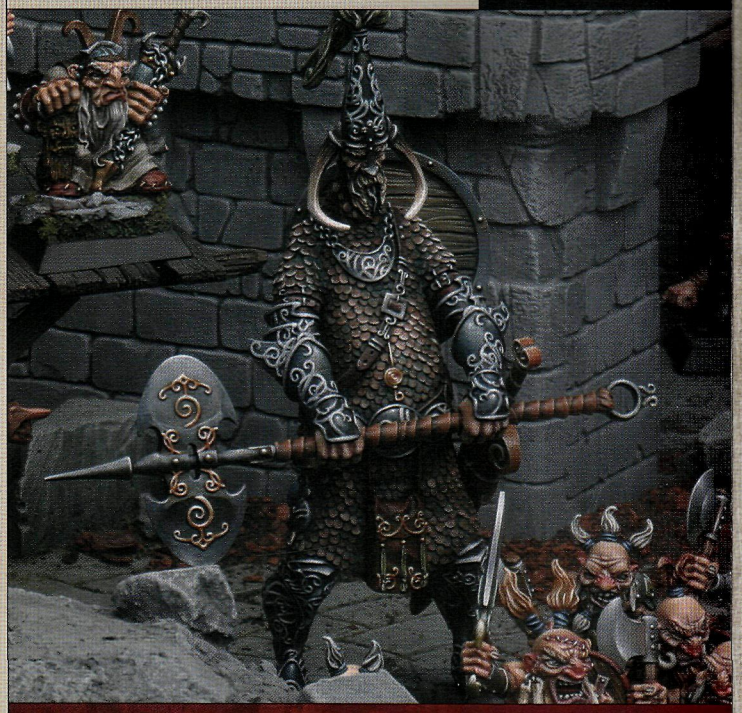
Yet a simple game isn't necessarily a simplistic game, far from it. You will quickly realise, after a few games, that *Rag'Narok* isn't limited to the confrontation of compact blocks of unmoveable warriors. Every warrior, be he a legendary champion or an anonymous foot soldier, has his importance. Once the fray has been engaged, the troops do not remain frozen in a predetermined position. On the contrary, the confrontations create breaches within the Units' ranks and the fighters rush into them to bring death to the heart of enemy formations.

Through a heroic act any warrior can reverse the course of a battle by killing a powerful enemy magician or chief.

Therefore, the more you know the strengths and weaknesses of each of your troopers, and also those of your opponent's, the more your victories will be numerous and decisive.

In addition to the capacities of your valiant warriors, it is above all the choices you make as a tactician that will decide the battle's outcome. Your Units aren't independent entities that you can let act without guiding them. You must pay attention at all times because in every phase of the game crucial decisions need to be made.

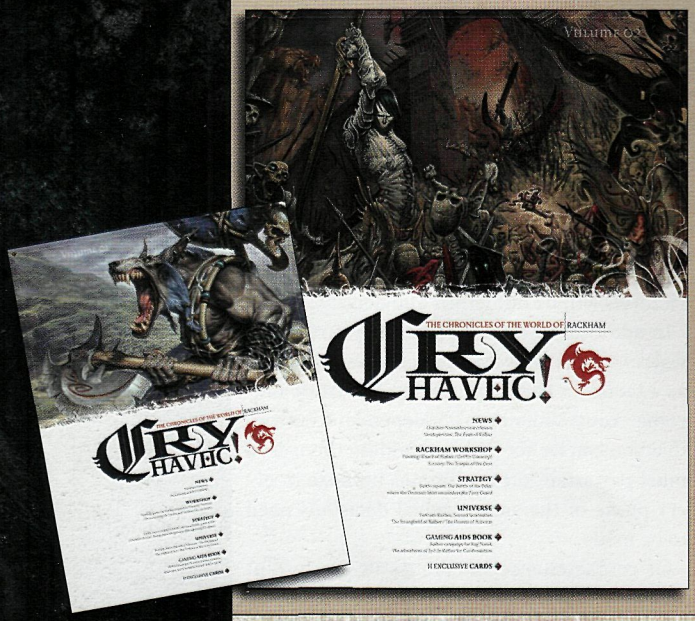
Of course chance intervenes in the resolution of many actions, but it isn't enough to be lucky in order to win. One must be discerning enough to see one's chance and to grab it at the right moment!



The Mountain-Warriors are immortal fighters who have been watching over their domain since the creation of Aarklash.

BEGINNING TO PLAY

There is nothing complicated about the rules and mechanisms of *Rag'Narok*. However, remembering all of them and their exact implications requires a certain effort at memorisation, and, especially, practice. Don't let yourself be discouraged at the first reading. After a few games you will have assimilated the basic rules and you will already try to deepen your tactical knowledge. Furthermore, *Rag'Narok* is enhanced by a trimonthly publication, *Cry Havoc*, which follows up on, illustrates and details the rules of RACKHAM games.



We suggest that players wishing to begin playing games of strategy with miniatures start by playing *Confrontation*, whose rules are supplied for free with every blister pack of the RACKHAM range. Without being identical, this game's rules are based on the same principles as those of *Rag'Narok*. Therefore, playing *Confrontation* and its free supplements *(Incantation, Divination, Incarnation* and *Fortification)* will allow you to become familiar with the world of RACKHAM games while you collect one or several armies piece-by-piece. Whereas building an army for *Rag'Narok* requires several dozen miniatures, less than ten fighters are enough to play *Confrontation*.

RAISING AN ARMY

First of all each player must decide which army he wishes to play, collect and paint.

This is generally pretty easy, since for those who don't know the rules of the game it is usually the preference for the miniatures of one of the peoples that makes the difference. The Kelt barbarians will no doubt attract those who have a liking for Celtic mythology. On the other hand those with a taste for a darker look will find fighters to their suiting among the peoples bound to Darkness such as the necromancers of Acheron or the alchemists of Dirz.

All in all fifteen different peoples make up the armies of our range, and there is no doubt that one of them will conquer you the first time you take a look at the second book supplied in this box: *Aarklash*. Furthermore, RACKHAM publishes an annual catalogue allowing a deeper understanding of the world of *Rag'Narok*.

It often happens that experienced players collect several armies, be it out of taste for the miniatures themselves or out of interest for their combat potential. For this reason every people is able to include members of allied peoples within its ranks.

Hoist your colours

In *Rag'Narok* the fighters act within combat groups called Units. Most of the time the presence of several miniatures of the same type are needed to build a Unit. The vast majority of miniatures of the RACKHAM range exist in various versions. However, in order to build large Units it is useful to acquire the same model several times. In no way is this an inconvenience to the course of the game. Nevertheless, in order to have an army in which every individual is different, there are countless ways to personalise miniatures.

The paintjob is usually the easiest and fastest way to differentiate the fighters. Simply changing the colour of hair, clothes or skin, or adding designs and tattoos is enough to create a whole variety of models.

The most creative collectors can also try their hand at the joys of conversion. Many of our miniatures are made up of several parts that are easily interchangeable. The exchange of two heads or the replacement of one weapon by another allows the attitudes and positions of fighters to be varied. For the most skilled collectors, RACKHAM miniatures can easily be transformed in the most complex ways in order to obtain absolutely unique pieces!

The creation of quality miniatures has always been RACKHAM's first and foremost preoccupation. This demand is present at all stages of the production of our parts, from sculpturing to moulding.

It is, however, unavoidable that the miniatures have some traces of moulding and some excess metal in some places. It is therefore recommended that you carefully prepare your miniature before painting it.

To do so you need a modelling knife and a fine file.

Begin by removing all excess metal with the knife while taking care to direct the blade away from you to avoid injuring yourself. Then file all the small marks caused by the preceding operation and the moulding line that goes around the miniature.

This done, apply an undercoat of black or white paint that lets the paint stick better to the miniature. We suggest you use a selection of small paintbrushes and water-soluble acrylic paint.

Once these two steps have been done you are ready to begin painting your miniature. The reference card supplied with it and the photographs and illustrations in all the books and booklets of our range can be used as painting guides. Furthermore, the RACKHAM catalogue and the issues of *Cry Havoc* include articles full of tips and techniques by experienced painters.

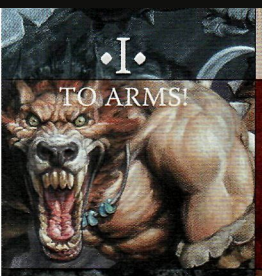
PREPARING THE BATTLEFIELD

Before throwing yourself wholeheartedly into the battle, you must first find a playing surface that is big enough. A simple table or a board of 1.20 m x 1.20 m is enough for battles of small magnitude.

The least demanding players will content themselves with playing on plain wood or a green tablecloth. But the building of elements of scenery can be very amusing without necessarily being complicated. And the satisfaction of playing on a wooded and hilly battlefield is in itself worth a few hours of manual labour. We do, however, recommend that when creating your scenery you keep in mind that most of the time you should be able to place miniatures on these elements. So avoid creating too steep or rounded surfaces that prevent your fighters from standing up. What can be more pathetic than a Unit of proud paladins lying at the top of a too steep hill?

In our range of products you can also find numerous elements of scenery, doors, columns, statues and gargoyles that let you embellish your creations.

Every templar commander has his personal seal, the symbol of his authority, his influence, and his word.



TO ARMS!

The RACKHAM blister packs and boxes hold miniatures that represent the fighters of the Rag'narok accompanied by cards giving information on their game characteristics (parameters, special capacities, artefacts, etc.).

In *Rag'Narok* there are two main types of fighters: **troops** and **Independents**. The former are anonymous soldiers who the players only know by their role in their respective armies. Yet all Independents don't have a name. Some stand out thanks to a tactical or strategic role: Warrior-mage and magician, Warrior-monk and faithful, musician and standard-bearer, as well as commander. The distinctions between these various fighters are the subject of this section. Troops and Independents are represented by miniatures available in the *Confrontation* blister packs and *Confrontation* and *Rag'Narok* boxes produced by RACKHAM.

An army for *Rag'Narok* is made up of groups of fighters known as **Units**. Most of these are characterised by a trooper profile and sometimes by the profile of an Independent. In each game round the players take turns attributing Orders (represented by counters supplied in this box) to each one of their Units: March, Run, Charge, Counter-charge, Pursuit... These are then carried out one after the other following strict rules. This is the heart of *Rag'Narok*'s strategic aspect.

Many of the following rules interact with this notion of Order before they are described in detail. This shouldn't trouble the reader since the Orders' names are explicit enough for their implications to be guessed.

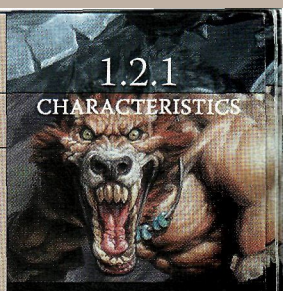
This chapter dwells on all the various points to be taken into account when building Units and thus an army. Beforehand, the fighters and their characteristics, as well as the rules of the game, are explained.

[1.1]
THE GAMING MATERIAL

All RACKHAM miniatures are supplied with at least one reference card on which there is a photograph or an illustration representing it. This card gathers the essential information concerning this fighter.

Furthermore, some miniatures are supplied with other game effects (be they optional or not), which are explained on other cards. These are presented in detail in this book's Appendices. A short presentation nevertheless follows.

- Certain fighters are supplied with a card describing a **special capacity** that is specific



to them. The effect described on this card is inseparable from the fighter. Its value in A.P. (see below) is already included in the cost indicated on the miniature's reference card.

- **Artefacts** are objects that give their user certain special capacities. These objects are bound to a cost indicated at the bottom right corner of their card. When a fighter is equipped with an artefact, its cost is added to the fighter's cost. In most cases only Characters can be equipped with artefacts.

- Miniatures of magicians and Warrior-mages are supplied with cards describing **spells**. There are also spells of great power that need several magicians to join forces in order to be cast known as **rituals**.

- Miniatures of the faithful and Warrior-monks are supplied with cards describing **miracles**. There are also miracles of great power that need several faithful to join forces in order to be called known as **communions**.

PLEASE NOTE
Spells and miracles generally only affect one fighter or a limited part of the gaming area. On the other hand rituals and communions are game effects with consequences that fit to the scale of *Rag'Narok*.

Moreover, *Rag'Narok* offers new cards (supplied in this edition) that introduce alternative rules, called **Tactic** cards. These can be used to temporarily modify the fighters' characteristics during the game (see States pp. 21-22).

For a first reading of the rules only a good knowledge of the reference cards is necessary since these present the essential parameters of all fighters.

{1.2}
THE FIGHTERS

The reference cards gather most of the information needed to play a game of *Rag'Narok*.

At the top of such a card one can read the miniature's "NAME." Some warriors have a name of their own and are known as **Characters**. They are subject to certain special rules described throughout this manual.

Exception: Baron Samedi is not a character.

1.2.1 CHARACTERISTICS

Each miniature's characteristics are represented on the reference card by icons followed by numbers. These icons are identical for all armies.

When a characteristic is referred to as a value, an abbreviation can be used to designate it. (The first three letters of the characteristic's name in capitals is used, except for Fear/FEAR.)

Movement/MOV indicates the number of centimetres that the figurine can cover by moving normally. All moves depend on the Movement rate. There can be a second number representing the normal moving distance of flying creatures when they manoeuvre in the air.

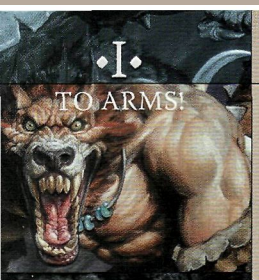
Initiative/INI symbolises the warrior's reflexes, reaction speed, wits and readiness of mind. A fighter with a high Initiative value will often act before his opponents.

The first of the two numbers reflects knowledge in the art of hand-to-hand combat: **Attack/ATT**. The higher the number, the better the warrior masters formidable fighting techniques. The second value reflects **Strength/STR**, the force of the blows the fighter inflicts in hand-to-hand combat. Strength takes into account the offensive equipment mentioned on the reference card.

NOTE
The notion of Strength covers other sources of damage. Thus, a projectile weapon is bound to a Strength/STR rate.

The first value includes dodging, parrying techniques and defensive equipment: **Defence/DEF**. The second number symbolises **Resilience/RES**, the capacity to take blows, to resist pain and be tenacious. Resilience takes into account the defensive equipment mentioned on the reference card.

Aim/AIM represents the fighter's skill at using a long distance weapon. The weapon used, its range in centimetres and its



own Strength/STR are indicated in the "Equipment" list on the reference card.

Some fighters don't have an AIM rate. This means that they cannot fire.

Courage/COU symbolises the warrior's bravery, composure and fortitude when faced with terrifying creatures. Courage is the opposite of Fear.

Certain creatures are capable of sowing panic within the enemy ranks. These creatures have a **Fear/FEAR** rate. They are said to be "fear-inspiring." Fear is the opposite of Courage.

Discipline/DIS reflects willpower, tactical ability and military strategy. Disciplined warriors are excellent soldiers who react rapidly to orders or who know how to efficiently lead their troops.

These characteristics are shared by all *Rag'Narok* miniatures. In addition, magicians and the faithful have specific characteristics that define them.

Power/POW represents the sum of magic knowledge and the ability to cast spells. Only magicians and certain creatures possess Power.

The **aspects** represent a faithful's degree of understanding in his divinity's three aspects. The number above the Spiral of Faith corresponds to **Creation.** The one to the left symbolises **Alteration.** The last one, below the Spiral, represents **Destruction.** Only the faithful and certain creatures possess aspects.

Machines also have characteristics that allow them to be identified. Weight is used to determine how certain war machines move. The higher this value, the harder the machine is to manoeuvre. **Structure Points/S.P.** determine the amount of damage a machine can endure before being destroyed.

1.2.2 EQUIPMENT

Equipment includes the weapons, armour and objects carried by the fighter. Some special equipment is reserved to a particular type of troops, such as the dawn warriors' sword-axe. Other rarer artefacts have formidable powers and belong to Characters. Some pieces of equipment are the foci of spells, meaning that they are needed to cast the latter.

1.2.3 ABILITIES

The **abilities** indicate the particular capacities that a miniature has. The list of abilities and their effects can be found at the end of this book. Some, however, must be known because they are especially used throughout this book.

- Military chiefs are endowed with **Leadership/X** (where X is a distance in centimetres). See pp. 25-28.
- **Warrior-mages** are magicians. They can use spells like the latter. See p. 137.
- **Warrior-monks** are faithful. They can call miracles like the latter. See p. 137.
- Fighters with **Alliance/X** can be associated with an army of X. See p. 32.
- **Mercenaries** can join all armies.
- **Colossal** and **Gigantic** influence the miniatures' combat potential. See p. 14.

1.2.4 ARMY POINTS (A.P.)

Army Points/A.P. measure the warrior's **value.** The higher the number, the more powerful the fighter. This evaluation allows the forces that will confront each other to be balanced. This value is individual. If several fighters of the same type are enlisted in the same army, then their values in A.P. are accumulated.

1.2.5 RANK

At the bottom of the card is printed the rank, which symbolises the warrior's position or status within his army. There are sixteen ranks (eight for warriors, four for magicians and four for the faithful) grouped into four different categories (indicated within parentheses).

Irregular (1): Such fighters occasionally join the ranks of their people's army.

Regular (1): These warriors make up the vast majority of an army's forces.

Veteran (1): Hardened by numerous battles, Veterans count among an army's most dependable troops.

Creature (1): If they join an army by their own will or by force, Creatures turn into killing machines as soon as the battle begins.

Special (2): These warriors master formidable combat techniques that very often take the enemy by surprise.

Elite (2): Very few in number, these warriors are, however, a major advantage in any army.

Living legend (3): A people at war needs heroes and emblematic figures. The presence alone of such fighters galvanises the troops.

Major ally (4): When the situation demands it, when the stakes greatly surpass the mortals' field of perception, fantastic beings sometimes join them on the battlefield.

1.2.5.1 Magicians

Magicians are all identified by this symbol.

Initiate (1): Such a magician only partially masters the arcana of magic.

Adept (2): An Adept is a magician who can be especially dangerous due to his faculty to combine the effects of several Elements.

Master (3): The mastery of the Elements by these magicians knows very few limits.

Virtuoso (4): There is only a handful of this type of magician in the world and their power defies imagination.

Some magicians have devoted their studies to the occult arcana as well as to the art of combat: these are **Warrior-mages**. The two magic users are differentiated thanks to their ability. (All Warrior-mages have the "Warrior-mage" ability.) Such a fighter is always bound to a level of mastery of magic. But be he an Initiate, an Adept, a Master or a Virtuoso, a Warrior-mage can have some surprises in store for those who make the mistake of underestimating him...

1.2.5.2 The faithful

The **faithful** are all represented by this symbol. Certain faithful have combined devotion and the art of war: these are **Warrior-monks.** The two users of divinations are distinguished thanks to their ability. (All Warrior-monks have the "Warrior-monk" ability.) Such a fighter is always bound to a degree of mastery of the faith. Like magicians and Warrior-mages, the faithful and Warrior-monks are divided into five categories.

Devout (1): The Devout make up the mass of the faithful who spread the word of their divinity among their brothers.

Zealot (2): Zealots have greater control of the aspects of faith than the simple Devout. Furthermore, they have a much better vision of the divine designs.

Dean (3): Deans are the chosen ones among the faithful, those onto whom their divinity's gaze has fallen just for an instant.

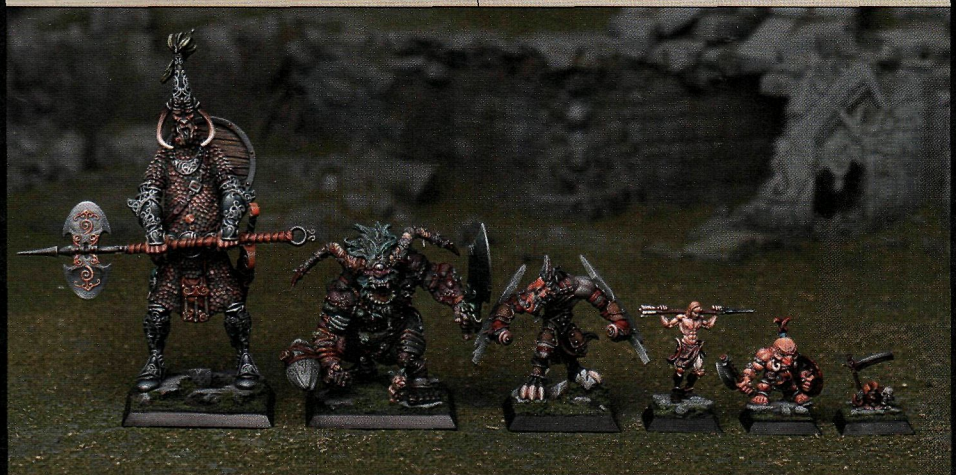
Avatar (4): An Avatar is no longer just a faithful. He is the embodiment of divine will.

A **Warrior-monk** is a fighter of the faith. He fights at his brothers' side to ensure them of their god's benevolence. He always has a title in his cult's hierarchy: he can be a Devout, a Zealot, a Dean or an Avatar.

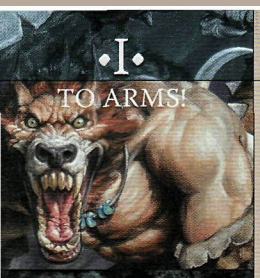
These sixteen ranks are grouped together into four categories.

CATEGORY	RANK
1	Irregular/Regular/Veteran Creature/Initiate●/Devout●
2	Special/Elite Adept●/Zealot●
3	Living legend Master●/Dean●
4	Major ally Virtuoso●/Avatar●

● NOTE
Warrior-mages and Warrior-monks are classified according to their level of mastery of magic or of faith. For example, a Warrior-mage Initiate is classified in category 1.



A Mountain-warrior, a cyclop of Mid-Nor, a Wolfen, a human, a dwarf and a familiar.



1.2.6 SIZE

There are four different sizes for miniatures and elements of the scenery. These can especially have an influence on firing. A few examples are given below to help you become familiar with the various Size classes.

- **Small Size:** Goblin, dwarf, Baron Samedi, dwarf bombardier, war toad, Familiar, fishbone-bearer of No-Dan-Kar, Elghir the Resolute, Golborak...
- **Normal Size:** Human, giant barbarian, The Executioner, Melmoth, Sasia Samaris, spectre of Acheron...
- **Large Size:** Wolfen, centaur, Elemental, Uren's son, Almighty Crâne, minotaur, Goreth the Massive, Sophet Drahas, tiger of Dirz, troll...
- **Very Large Size:** Belial, dragon, mountain-warrior...

All of the parameters described up to this point are used to play the fighters of Aarklash in the range of RACKHAM games. *Rag'Narok* introduces additional parameters: Wound levels and combat dice.

1.2.7 WOUND LEVELS

In a fray only the most hardened and toughest of warriors survive their enemy's first onslaught. This reality is reflected by a parameter that measures the endurance of an army's members: Wound levels. Successful attacks during a battle can cause damage that is subtracted from the defender's Wound levels. As soon as the latter has lost his last level, the miniature representing him is removed from the game. He thus becomes what is called a Loss.

A fighter's number of Wound levels depends on his Size and his value as well as on some abilities.

- **Small Size and Normal Size:** 1 Wound level.
- **Large Size with a value lower than 30 A.P.:** 1 Wound level.
- **Large Size with a value of 30 A.P. or more:** 2 Wound levels.
- **Very Large Size:** 3 Wound levels.

Certain abilities modify the number of Wounds a fighter can endure:

- **Colossal:** +1
- **Gigantic:** +2
- **Warrior-mage/Warrior-monk:** +1
- **Character:** +2

1.2.8 COMBAT DICE

All warriors aren't armed in the same way to face the imperatives of war. The reference profiles give the essential indications to measure this (ATT, DEF...). There is, however, an additional parameter in *Rag'Narok*: combat dice. Depending on his Size and his value in A.P., a fighter doesn't have the same number of combat dice available. He has as many dice as he can attempt attacks and/or defences in each game round during which he encounters enemy fighters.

- **Small Size and Normal Size:** 1d6
- **Large Size with a value lower than 50 A.P.:** 1d6
- **Large Size with a value of 50 A.P. or more:** 2d6
- **Very Large Size:** 3d6

Certain abilities modify the number of combat d6 the player has available for a miniature:

- **Colossal:** +1
- **Gigantic:** +2
- **Character:** +1

When the number of Wounds a fighter can endure varies depending on his A.P. value, then the magic objects, spells, rituals, miracles, communions and other equipment he has are not taken into account in this total. Only the fighter's value as printed on his reference card and any cost paid to make him a Leader (see p. 31) is counted.

This game data specific to *Rag'Narok* must be noted on the conscription sheet.

Two values are not mentioned on the fighters' reference cards: their number of **Wound levels** and the number of **combat dice** they have available for hand-to-hand combat. To these are added the parameters that depend on their numbers in a Unit: the Unit's strength in **Numbers** and its **Domination Factor** (D.F.), which measures the Unit's capacity to frighten an enemy (or on the contrary be impressed by the enemy). The D.F. varies during the course of the game. To this is added the Unit's **state** (its morale in a way). All of these indications (in bold type in this paragraph) are specific to *Rag'Narok* (unlike the other parameters that are also used in *Confrontation*). They are the objects of many rules in this book. Before getting into their details, some general rules have to be explained.

NOTES
All **cavalry miniatures** are considered to be of Large Size, unless the mount itself is of Very Large Size.

The size of certain **war machines** is specified on their reference card. If not, then the Size of the machine's servants is used as reference.

The **objects carried** by fighters, such as a standard, are not taken into account when determining the fighter's Size.

This also applies to his **posture**, be he lying down, squatting, stretching or in any other position.

NOTE
The accumulation of the "Warrior-mage" and "Warrior-monk" abilities does not allow a fighter to benefit from two additional Wound levels. So a Character with these two abilities benefits from three additional Wound levels and not four.

EXAMPLES
A Character of Small Size has three Wound levels. To kill a Warrior-mage Character of Large Size with a value greater than 30 A.P., one must inflict him with five Wounds.

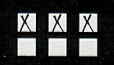
PLEASE NOTE
Wound levels and combat dice are to be noted on the conscription sheet in the following way.

- For the Wound levels: Fill in the dots that you will not need so that there are only as many empty dots as the fighter has Wound levels. Thus, you can check an empty dot every time this fighter loses a Wound level.

- For the combat dice: Check as many squares as the number of combat dice the fighter has available.

So when it is filled out for Dragan d'Orianthe, who is a mounted Character of more than 50 A.P., it looks like this...

EXAMPLE
A Character of Large Size with a value greater than 50 A.P. has 3 combat dice available for use.



ARMY: The Fiery Guard of Kaiber ALLIANCE: The Ways of Light

COMMANDER-IN-CHIEF: Dragan d'Orianthe LEADERSHIP: 20 cm RANK: 2 DIS: 9

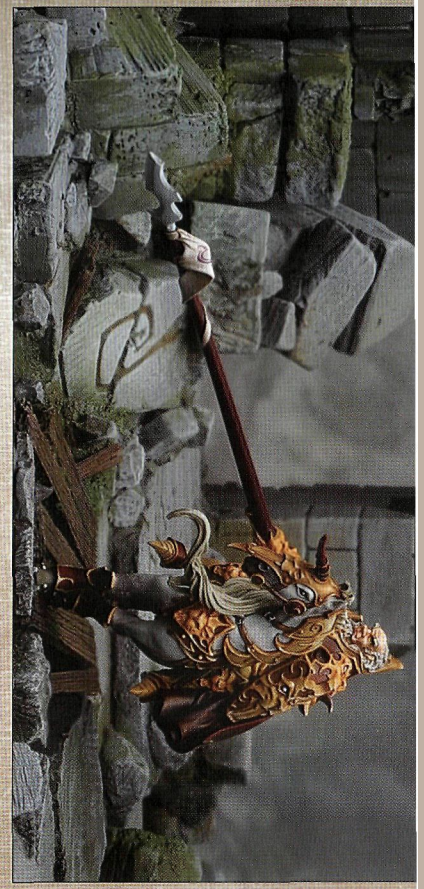
RACKHAM

UNIT	FIGHTERS	RANK	SIZE					WOUND LEVEL(S)	COMBAT DICE					LEAD. (cm)			NOTES (Abilities. Equipment. + other cards)	NB	A.P.
4 1	Dragan d'Orianthe	EL (2)	Large	20	6	8-9	7-13		X X X	–	9	–	9	20	–	C A D	Righteous. Brutish Charge (STR/5). War-Horse. Master Strike/4. Bane/Akkyshan.	1	226
	Mounted Musician 3	EL (2)	Large	20	4	6-7	5-13		X X	–	7	–	8	15	–	C A D	Righteous. Brutish Charge (STR/5). War-Horse. Master Strike/0.	1	72
	Mounted Standard-Bearer	EL (2)	Large	20	4	6-7	5-13		X X	–	8	–	7	15	–	C A D	Righteous. Brutish Charge (STR/5). War-Horse. Master Strike/0. + The Bearers of Light	1	74
4 2	Mounted Knight	EL (2)	Large	20	4	6-7	5-13		X X	–	7	–	7	–	–	C A D	Righteous. Brutish Charge (STR/5). War-Horse. Master Strike/0.	3	192
4 3	Mounted Knight	EL (2)	Large	20	4	6-7	5-13		X X	–	7	–	7	–	–	C A D	Righteous. Brutish Charge (STR/5). War-Horse. Master Strike/0.	3	192
4	Sardar Tillius, the Sage	Adept (2)	Norm.	10	5	3-3	3-7		X X	–	7	–	6	–	6	C A D	Bravery. Light, Earth/Hermetism, Shamanism, Solaris. + Orb of Power + Summoning of Light + Seal of Isin + Tenacity of the Chimera + Seal of Dellar'n	1	198
	Bard of Alahan	Init. (1)	Norm.	10	4	4-4	4-3		X	3	6	–	4	0	2	C A D	Bravery. Instinctive Fire. Warrior-Mage. Light/Hermetism, Circaeus. + Sad Gaze	1	49
	Guard of Alahan	RG (1)	Norm.	10	2	3-5	2-6		X	–	5	–	2	–	–	C A D	Bravery.	8	96
5	Guard of Alahan	RG (1)	Norm.	10	2	3-5	2-6		X	–	5	–	2	–	–	C A D	Bravery.	15	180
	Pythia of Azêl (Leader)	Dev. (1)	Norm.	10	4	5-5	4-5		X	–	8	–	6	0	–	C A D	Bravery. Fierce. Warrior-Monk. Faithful of Arin/10. No miracle.	1	44
6	Archer of Alahan	RG (1)	Norm.	10	2	2-2	2-4		X	3	4	–	2	–	–	C A D	Bravery. Longbow (20/40/60, STR 3).	11	154
	Archer of Alahan (Leader)	RG (1)	Norm.	10	2	2-2	2-4		X	3	5	–	3	0	–	C A D	Bravery. Longbow (20/40/60, STR 3).	1	24
					1				2				1						
																		TOTAL	47 / 1501

© RACKHAM 1996-2005

RAG·NAROK

PLAYER: Clive Beam SHEET 1 / 1

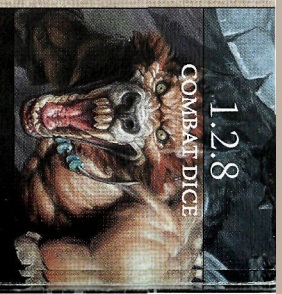


1 According to the reference cards.

2 As explained p. 14

3 This Unit is a war-staff.

4 These Units are detachments, as their number is less than 5 fighters.



[1.3]
GENERAL RULES

In many situations the players have to roll dice to determine if the action they planned for a part of their army (attack by one or several fighters, charge reception, casting of spells, firing a cannon, etc.) is successfully carried out or not. This part left to chance adds to the enjoyment of the game because the tension it causes stimulates the players. It replaces the incertitude of the tacticians on the battlefield.

1.3.1 CHARACTERISTIC TESTS

When taking an action (firing, attack, incantation, etc.), the roll of a die, called characteristic "roll" or "test," usually determines its success or its failure.

In most cases the success of the action taken is subject to a "difficulty" symbolised by a numbered value. The characteristic test consists of rolling a **d6** and adding the **result** on the die to the concerned characteristic's value. If this sum is greater than or equal to the number called the "action's difficulty," then this action is successful. If not, then the action ends in failure. The difficulties are determined by the rules of the game.

EXAMPLE
For a Discipline test with a difficulty of 7, the player rolls 1d6 and adds the DIS of the fighter making the test to the result on the die. The total obtained must be greater than or equal to 7 for this test to be passed.

In a different case, when two players must make a test against each other, then no level of difficulty is given. The players each roll 1d6 and add their value of the characteristic being tested to the result. The player with the higher total wins the test. If two players obtain the same total, then they roll the dice again until one of them wins.

1.3.1.1 Result modifiers

Certain modifiers bound to various game effects (influence of fear, effects of spells, abilities, etc.) may modify the result of a characteristic roll.

EXAMPLE
Thanks to a beneficial spell, a fighter gets a +1 bonus on all his Initiative Rolls. On an INI test he gets a result of ⚁, which is then counted as a ⚂.

1.3.1.2 Special cases

On characteristic tests, the following rules must be applied.

If **the result on the die is equal to** ⚀, then the roll is an automatic failure, whatever the action that may have been attempted. This rule applies not only to characteristic tests, but also to rolls bound to abilities such as Mutagenic/X. Also, if after applying modifiers, the final result is less than or equal to ⚀, then the action taken automatically fails.

EXAMPLE
A player makes a Courage test for a fighter who suffers a -2 penalty on his Courage Rolls. The player gets a ⚂ on his die roll. The roll's result is therefore 3-2=1. So this test is failed, no matter what the fighter's Courage/COU may be.

If **the result on the die is a** ⚅, then the die can immediately be rolled again and the new result is added to the preceding one. However, if the second result is a ⚀, then the test is failed.

PLEASE NOTE!
In such cases it is always the result of the roll before applying any modifiers that is taken into account to determine if the roll can be rolled again or not.

EXAMPLE
A player must make an Initiative test with one of his fighters who suffers a -1 on his Initiative Rolls. The player rolls the d6 and gets a ⚅. He decides to roll again and gets a ⚂. The roll's result is therefore 6+3-1=8. Now the fighter's INI has to be added to determine the test's final result.

EXAMPLE
A Griffin conscript (INI 2) must make an Initiative test against a zombie warrior (INI 0) who has just ambushed him. The Griffin player gets a ⚄ on his die roll. His total is therefore 5+2=7. The Undead player gets a ⚂ on his die roll. His total is thus 3+0=3. So the Griffin conscript wins this Initiative test 7 to 3.

At Kaïber the forces of Light relentlessly battle the zombie warriors of Acheron.

1.3.2 FORMATIONS

The miniatures of a Unit are placed next to each other in such a way that the two players understand that they are very well part of the same combat group. These formations vary in their geometry as well as in the amount of space between the bases of their miniatures.

The miniatures of a same Unit don't necessarily have to be placed in base-to-base contact with each other. They must, however, be placed in such a way as to be able to determine well-defined sides. This is very important for movements and when resolving shots.

Yet the miniatures don't have to be placed in a square or a rectangle. The members of a Unit can perfectly well be deployed in a "U" or an "L" for example.

Many warlords laugh at danger and join their men to participate in the slaughter. They lead a glorious but, alas, often very short life. Yet nothing forces an Independent, even a commander or a war-staff member, to be placed in the front ranks of his Unit.

There are two types of formation: **close formation** and **scattered formation**. All distances are measured from one base's edge to the other base's edge.

1.3.2.1 Close formation

To be considered to be in close formation, the Unit's miniatures must be standing within **2.5 cm or less** of each other.

If it is a Unit of fighters equipped with projectile weapons, then only the miniatures in the first two rows can fire.

1.3.2.2 Scattered formation

To be considered to be in scattered formation, the Unit's miniatures must be standing between **2.5 cm and 5 cm** from each other.

A Unit in scattered formation is subject to the following rules.

- The Unit's first three rows can fire.
- It can carry out certain manoeuvres without having to make a test.
- The difficulty of Aim tests against Units in scattered formation is increased by 1 point.
- It suffers a -1 in ATT, DEF and RES. None of these characteristics can become less than 0 in this way.
- If it doesn't have the advantage at the combats outcome, then the difficulty of the Courage test is increased by 1 point.

A Unit begins the game in either of these two formations, but it can change formation during the game (see p. 70).

1.3.3 LINES OF SIGHT

In order to charge a miniature or to target it with a projectile, spell, ritual, miracle or communion, it is usually necessary to see it.

In *Rag'Narok* a Unit's line of sight falls within a field of vision of 90° from the front of the miniatures' bases. However, a miniature is considered to have a line of sight onto all miniatures in base-to-base contact with it.

There are three types of obstacles that can block a line of sight:

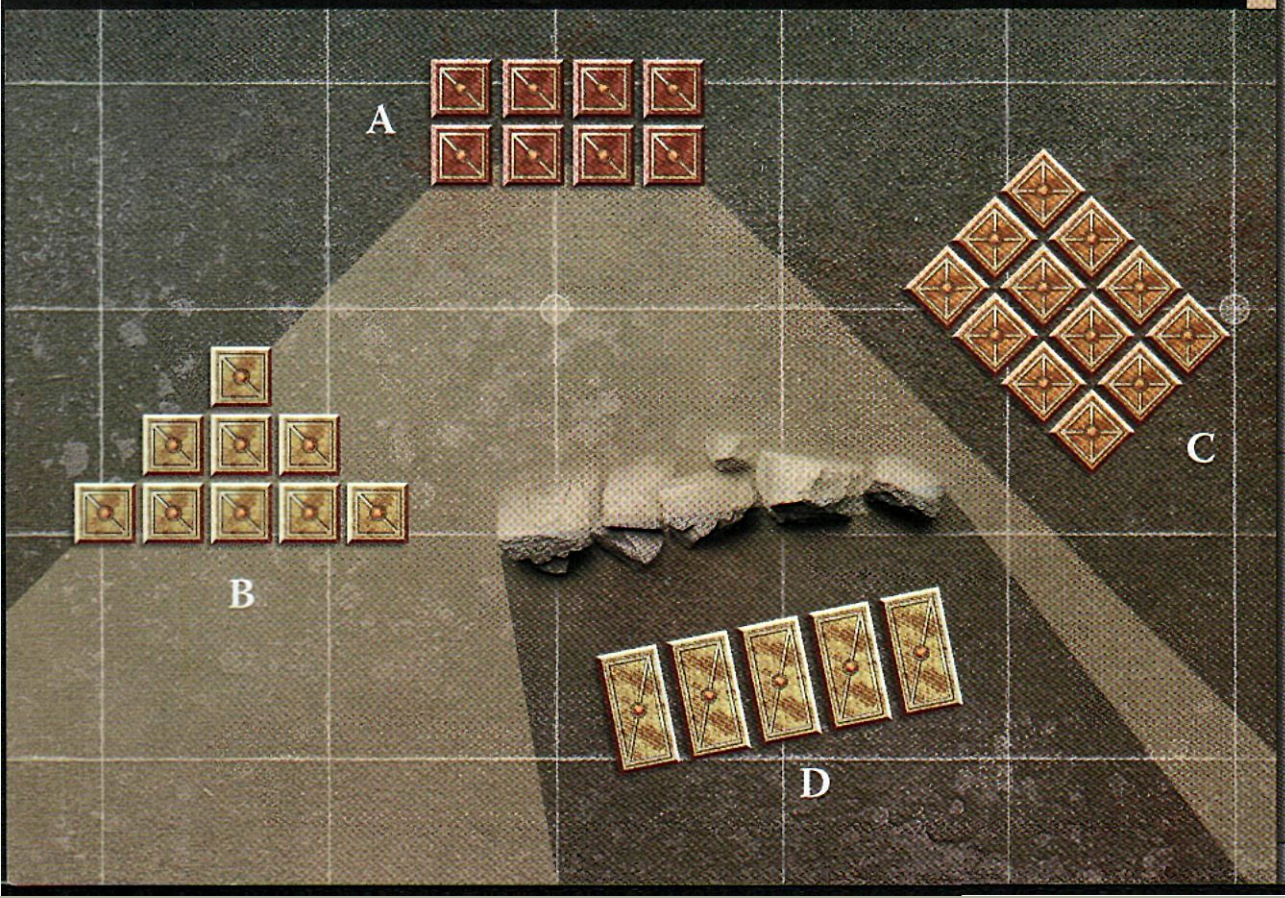
- The objects, capacities, spells, rituals, miracles and communions that can create a **zone** in which all lines of sight are blocked. In this case the size of the miniatures or the altitude level at which the fighters are located are not taken into account. No one can see anything at all through this type of obstacle.

- The **miniatures** themselves. To benefit from a line of sight that passes between two fighters, the minimum space separating them is 10 cm for marksmen and 2.5 cm for magicians, the faithful, and all objects and capacities that need a line of sight (except objects that need an Aim test to be made).

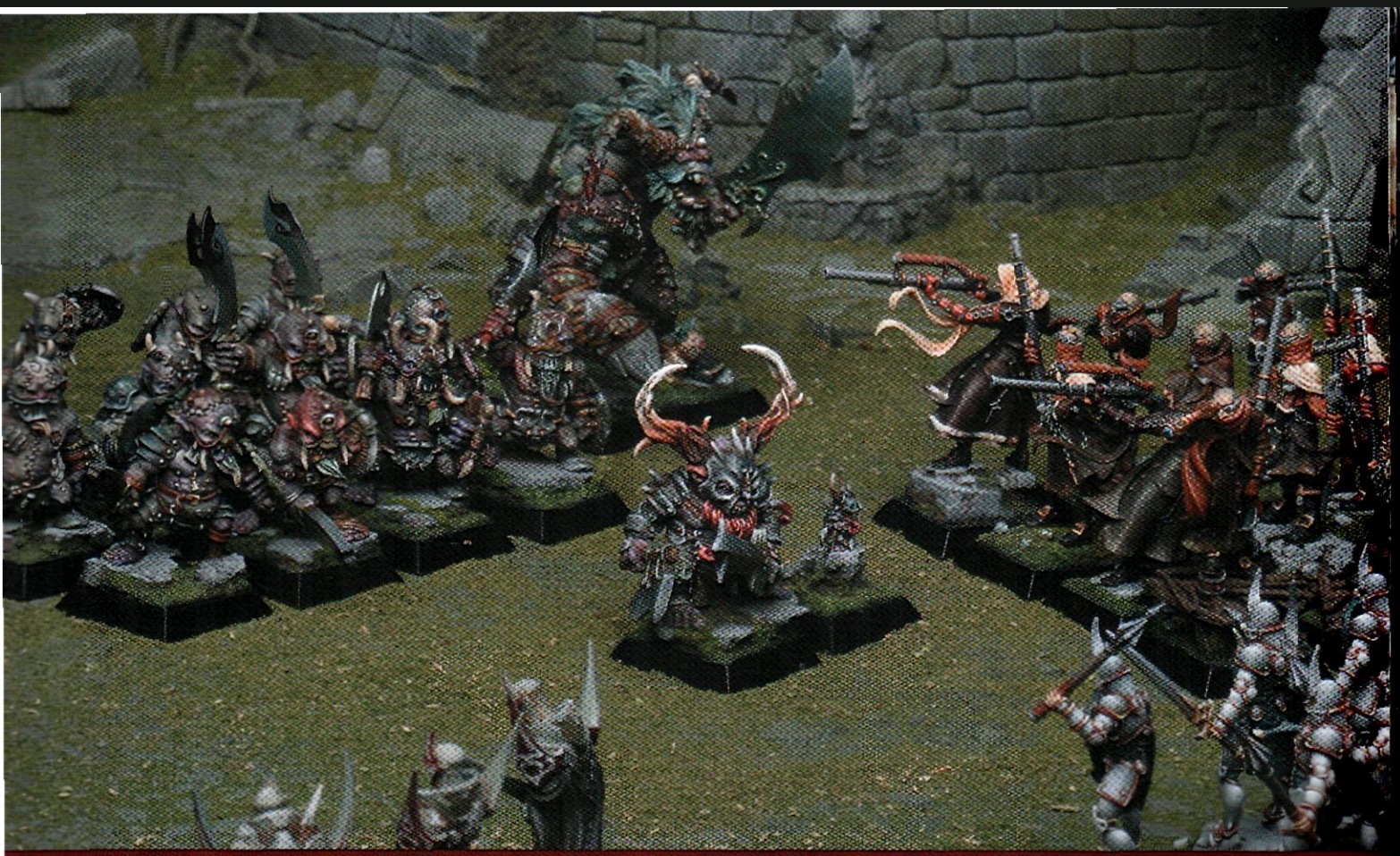
- **Natural obstacles** represented by elements of the scenery. The miniatures' postures being very varied (some are on their knees while others have their arms stretched upwards), determining if a miniature standing behind an element of the scenery can be seen or not by another miniature is up to the players.

The Wolfen crossbowman (on the right) is of Large Size. He is allowed to target the bard of Alahan (on the left) since the fighter standing in between them (at the centre) is smaller than the marksman.

The Griffin fusilier (on the left) is allowed to target the war troll (on the right) since the miniatures standing between them are of smaller Size than the target.



The Griffin fusiliers (Unit A) have a line of sight onto the swordsmen of Alahan (Unit B). The paladins of Alahan (Unit C) are outside of Unit A's field of vision and the mounted knights of the Lion (Unit D) are hidden by an obstacle.



Throngs of the possessed rise from the innards of Aarklash to sow terror.

1.3.3.1 Hidden targets

If a miniature forms an obstacle between two other miniatures located at the same altitude level, then there still is a line of sight if one of the miniatures is of a greater size than the one forming the obstacle. In this case the target is considered to be only partially visible.

A flying fighter never hides another flying fighter and a fighter on the ground never hides another fighter on the ground if the shot is made from a different altitude level.

1.3.3.2 Within Units

Within a Unit in **close formation**, the troops in the second rank are considered to have the same line of sight as those in the first rank.

If the Unit is in **scattered formation**, the troops in the third rank also have the same line of sight as those in the first and second rank. The fighters making up these hind ranks also use the field of vision of those in the first rank.

Independents, however, use their own field of vision.

Despite this, the miniatures in the front rank of a Unit prevent enemy marksmen from targeting miniatures in the ranks behind the first one.

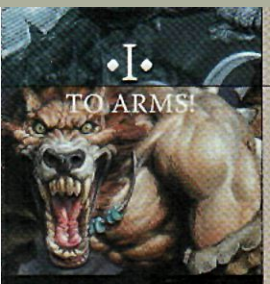
1.3.4 WOUNDS AND LOSSES

Attacks that aren't parried, shots, and many other game effects inflict damage on the fighters of *Rag'Narok*. To determine the impact of these situations, a Damage Roll is made using 1d6. The result of each die is then compared to the difference between the attack's STR and the target's RES. (A projectile weapon's Strength is printed on the marksman's reference card in his "Equipment.")

The result found at the intersection of the "STR-RES" column and the "d6 result" line in the *Wound Table* (see p.92) indicates the number of Wounds suffered by the target.

A ⚀ on the die is not an automatic failure. The number of inflicted Wounds is simply read on line 1 in the table. So if the STR-RES difference is +9, then the Damage Roll inflicts one Wound on a result of ⚀.

When making a Damage Roll the die can be rolled again when the result is a ⚅. If the Damage Roll is rolled again and the second roll gets a ⚀, then the number of inflicted Wounds must also be read in line 1.



If the target suffers a number of Wounds greater than or equal to the number it can endure depending on its Size (see above), then it is removed from the battlefield and is considered a Loss.

Whatever the damage indicated on the *Wound Table*, a same Damage Roll can cause only one Loss. Some attacks entail exceptions (such as devastating attacks, artillery fire, etc.), which are explained in the following chapters.

If a fighter who can endure several Wounds is injured without being killed, a counter is placed on his base or on his reference card. He does not suffer any penalties but is removed as a Loss if he suffers enough Wounds later on.

EXAMPLE
Two bullets (STR 6) shot by Griffin fusiliers have hit a quaestor of Acheron (RES 6). The STR-RES difference between these two characteristics is zero, so the results of the Damage Rolls are read in the "-1/0" column of the Wound Table. The Griffin player rolls 2d6 and gets ⚀ and ⚄. The result of ⚀ is a failure, but the ⚄ inflicts the quaestor of Acheron with a Wound. Since he can endure two Wounds, a counter is placed on his base. During the same firing phase the same Griffin Unit hits four morbid puppets (RES 2). The STR-RES difference is of 4 in the marksmen's favour. The results of the Damage Rolls are therefore read in the "3/4" column of the Wound Table. The Griffin player rolls 4d6 and gets ⚀, ⚁, ⚃ and ⚃. The ⚀ does not cause a Wound. But the three other results each cause one Wound. Three morbid puppets are therefore removed as Losses.

1.3.5 THE INFLUENCE OF FEAR

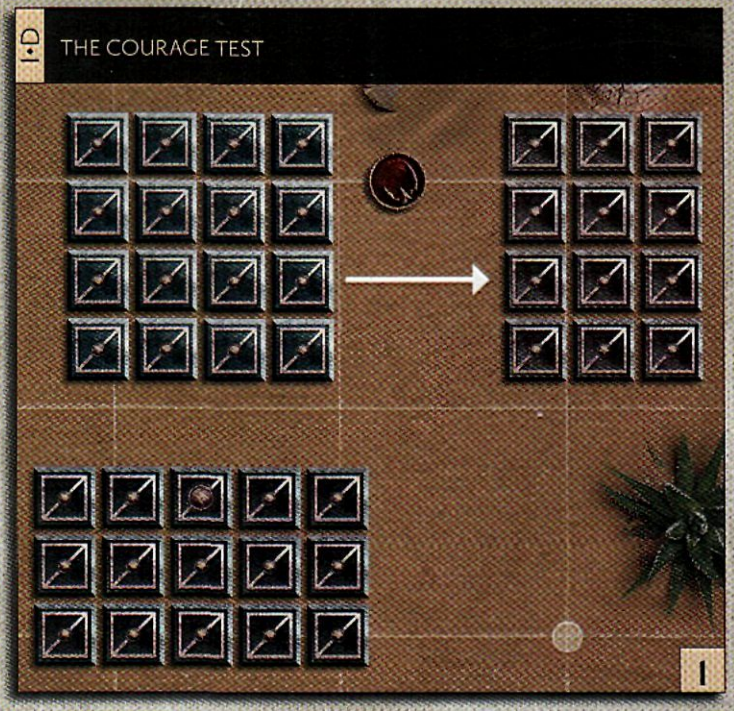
The fighters of *Rag'Narok* are divided into two categories: fear-inducing fighters who have a FEAR value and courageous fighters who have a COU value. A Unit can include fighters of both types. However, a Unit is defined as being either fear-inspiring or courageous. Though this notion is explained later in this chapter, it is best to clarify Courage tests before dwelling on the constitution of a Unit (be it fear-inspiring or courageous).

Be it fear-inspiring or courageous, a Unit depends on the number and the Size of the fighters it is made up of. Thus, the more fighters there are in a fear-inspiring Unit, the more it inspires fear. And it is even more so if the fighters are of Large Size or bigger. This is a Unit parameter called Domination Factor/D.F. (see p.23). Furthermore, a Unit is defined by a state. This is an indicator of its members' determination.

1.3.5.1 The Courage test

When a fear-inducing Unit charges (meaning that it has been given this Order) or engages a courageous Unit, the latter must make a Courage test with a difficulty equal to its opponent's FEAR. This test must also be made if a courageous Unit attempts to charge or engage a fear-inducing Unit. The Courage test must be made after having made sure that the charge or engagement was possible in terms of distance, but before moving the miniatures.

For this test to be passed successfully, its final result must be **strictly greater** than the fear-inducing fighter's FEAR.



1 Sixteen Dirz crossbowmen (COU 2) try to **charge** twelve ghouls (FEAR 6). The Courage test required for the crossbowmen is failed. The latter's Courage is lower than their assailants' FEAR, but their Domination Factor is higher. Their reaction is therefore Control: they remain immobile. Their Commander-in-Chief's plan isn't going as planned...

2 In the same round they are charged by a Unit of nineteen morbid puppets commanded by Melmoth (FEAR 7) and they fail their Courage test again. Their Courage/COU is once again lower than their opponent's FEAR. This time their Domination Factor is also lower. Their reaction is therefore **Rout.**

If the test is successfully passed, then the hand-to-hand combat continues in the usual way.

If the courageous Unit fails its Courage test, then the following conditions apply:

- If the COU is lower than the FEAR **and** the courageous Unit's Domination Factor is lower than that of the fear-inducing Unit, then the courageous Unit's reaction is the state of "Rout."
- If the COU is greater than or equal to the FEAR **or** the courageous Unit's Domination Factor is greater than or equal to that of the fear-inducing Unit, then the courageous Unit's reaction is the state of "Control."
- If the COU is greater than the FEAR **and** the courageous Unit's Domination Factor is greater than that of the fear-inducing Unit, then the courageous Unit's reaction is the state of "Valour."

1.3.5.2 Immunity to fear

If a Unit successfully passes a Courage test, it is then immune to the FEAR of all Units whose value of this characteristic is lower than or equal to the one it has just resisted (and this until the end of the game).

1.3.6 STATES

The states in *Rag'Narok* reflect a Unit's behaviour at any moment during the game. A **same Unit can be subject to only one state at a time.** By default a Unit is considered to be subject to "Valour." This state can vary during the game depending on various parameters. A valorous Unit can act in the normal way.

Modifiers bound to states always apply to all the Unit's members.

All penalties bound to Rout and Disorganisation are cumulative with others (such as for charging). However, Rout and Disorganisation are states and therefore replace any other state. For example, if a Disorganised Unit goes into a state of "Rout," the penalties bound to the two states are not accumulated.

1.3.6.1 Control

A Unit that fails its Courage test when faced with a fear-inspiring Unit can be subject to the effects of Control. This depends on its Courage/COU and its Domination Factor.

A Unit in Control doesn't flee, but it suffers the penalties bound to the state of "Disorganisation" until the end of the round. It cannot charge or engage the Unit causing this state: it remains immobile.

The state of "Control" automatically disappears at the end of the round. However, the Unit that suffered it must test its Courage again in the next round if it is still in contact with the same fear-inspiring fighter or a different one with a FEAR to which it isn't immune yet.

1.3.6.2 Disorganisation

A Disorganised Unit suffers a -1 in INI, ATT and DEF. None of these characteristics can become less than 0 in this way. Moreover, the difficulty of the Courage test to be made if this Unit is at a disadvantage at combat outcome (see pp. 89-95) is increased by 1 point. These penalties are cumulative with other penalties.

A Disorganised Unit can receive Orders in the usual way. However, at the moment that it is activated the Unit must make a Discipline test with a difficulty of 6. This test is called the **Reorganisation Roll**.

If this test is failed, the Orders given are ignored and the Unit remains Disorganised.

If the test is passed, the Unit is no longer Disorganised. Its returns to a state of "Valour" and it can carry out an Order.

In all cases the members of a Disorganised Unit can fight in hand-to-hand combat and use magic as well as faith.

1.3.6.3 Rout

A Unit can be brought to Rout after a Courage test caused by a fear-inducing enemy or at the end of hand-to-hand combat. It is then subject to the following rules.

A Unit in Rout can attempt to **rally** during every rallying phase by making a Discipline test with a difficulty of 6, even if it is involved in a fray. If it fails this test, it continues suffering Rout's effects.

As long as the Unit remains on the battlefield it can attempt to rally in every round. Any miniature that flees beyond the battlefield's limits is lost. It is considered to be a Loss.

If it manages to rally during the rallying phase, it becomes Disorganised.

A Unit in Rout suffers a **-1 in INI, ATT and DEF.** This penalty is cumulative with all other penalties, but none of these characteristics can become less than 0 in this way. Moreover, a Unit in Rout cannot attack, not even using a counter-attack or the "Ambidextrous" ability.

A Unit in Rout automatically receives a free "Disengage Order".

Magicians and the **faithful** who suffer the effects of Rout cannot do the following actions:

- Cast a spell or call a miracle.
- Initiate or participate in a ritual or a communion.
- Use countermagic or Censure.

test when faced with a fear-inspiring Unit. It is equal to the sum of the values associated with each of its members. These values vary depending on the Size of the fighters:

- **Small Size and Normal Size: 1**
- **Large Size: 2**
- **Very Large Size: 3**

EXAMPLE
A Unit of twelve morbid puppets (Normal Size) led by the formidable Almighty Crâne (Large Size) has a Domination Factor of 14 (12+2).

Some abilities also act as modifiers of the Domination Factor.

- **Colossal: +1**
- **Gigantic: +2**

EXAMPLE
The Domination Factor/D.F. of a troll and his watchgoblin is 2 and not 3.

- **Fear-inducing fighters within courageous Units**

It can happen that a fear-inducing fighter, such as a Character, accompanies a Unit that doesn't cause fear.
In this case only the concerned miniature causes fear.
If the courageous Unit fails its Courage test, only the real number of fear-inducing miniatures must be taken into account when determining the Unit's reaction. The courageous miniatures making up the rest of the Unit are not counted in the calculation of the Domination Factor.

- **Courageous fighters within fear-inducing Units**

If a courageous fighter joins a fear-inducing Unit, he is not counted in the calculation of this Unit's Domination Factor when it comes to determining the reaction of an enemy Unit that has failed its Courage test.
If a Unit that includes both courageous and fear-inducing fighters is charged or engaged by a fear-inducing Unit, the Domination Factors of the courageous fighters and the fear-inducing ones are compared within this Unit.

- If the courageous fighters' Domination Factor is greater than or equal to that of the fear-inducing fighters, then the whole Unit must make a Courage test. All of its members are then subject to the state obtained.

- If the courageous fighters' Domination Factor is inferior to that of the fear-inducing fighters, then the Unit does not have to make a Courage test.

EXAMPLE
The goblins are once again attempting an incursion in the lands of the Sessairs Kelts. Malek the Bloodthirsty accompanies a Unit of 20 Kelt warriors into combat. They charge a Unit of 15 Ströhm warriors led by Becbunzen. Malek the Bloodthirsty lets out his war cry, giving him a FEAR of 6. Becbunzen's Courage is 5 but he gets a • | on his Courage Roll and thus fails this test! Becbunzen's COU is lower than Malek the Bloodthirsty's FEAR. However, the Ströhm warrior Unit's Domination Factor is greater than that of the fear-inducing Unit (since Malek is the only one to cause fear). The goblins' reaction is therefore Control.

EXAMPLE
A Unit formed by a provost of Uren and five thermo-warriors is charged by a Unit of Wolfen. Within the Unit of dwarves the courageous fighters' Domination Factor is 1 and that of the fear-inducing fighters is 5. This Unit therefore does not have to make a Courage test.

EXAMPLE
A Unit formed by a thermo-priest on razorback and two Uren's sons is charged by a Unit of Wolfen. Within the Unit of dwarves the Domination Factor of the courageous fighters is 4 while that of the fear-inducing ones is 2. The whole Unit must therefore make a Courage Roll and uses its total Domination Factor, meaning 6, to determine its reaction if it fails. Whichever state it goes into, the whole Unit is subject to it.

1.4.1.3 Rank of a Unit

A **Unit's rank** is that of the troops making it up and not that of any Independents who may be accompanying them. If a Unit is only made up of Independents, then its rank is considered to be equal to the lowest one among all its members.

EXAMPLE
A Unit of Dirz halberdiers (Scorpion Regulars) gets the immense honour of being led by Razheem the Insane (Scorpion Living Legend Champion). This Unit's rank is nevertheless Regular. However, when he transmits his leadership, Razheem keeps his rank of Living Legend.

1.4.2 CHARACTERS (INDEPENDENTS)

Characters are fighters whose identity is known to the players. All of them are Independents.

Invincible champions, magicians of great talent and the faithful whose faith can move mountains are exceptional beings. When they join an army, the soldiers' cheers welcome their presence while a wave of fear washes through the enemy ranks.

Characters can only accompany Units of a rank category equal to or inferior to theirs. As for magicians and the faithful, they can accompany any Unit, whatever its rank category may be.

EXAMPLE
A Unit made up of Magnus the Mystical (Adept) and two thermo-priests (Initiates) has a rank of Initiate.

1.4.3 ALLIES AND MERCENARIES

An army isn't necessarily made up of fighters coming from the same people: some factions can be allied to confront a common opponent; warriors fearing neither god nor man can sell their services to the highest bidder...

Alliance/X and Mercenary are abilities. Furthermore, each army relies on the support of a people and admits "natural" Allies.

1.4.4 COMMANDERS (INDEPENDENTS)

All fighters with the "Leadership/X" ability are called **commanders**. A Unit with a commander obeys the chiefs of its army more easily. There are "natural" commanders, meaning that their profile includes the "Leadership/X" ability. The *Rag'Narok* rules also allow commanders of lesser importance to be created: these are known as Leaders.

Commanders direct and inspire the troops in battle. When associated with a standard-bearer and/or a musician, a commander can form a war-staff (see below), as long as these three fighters are of the same rank category.

1.4.4.1 Characters (Independents)

A Character commander transmits his Courage/COU or Fear/FEAR and Discipline/DIS values to all the Units of a rank category equal to or inferior to his that are within his Leadership/X range of X cm and at the same altitude level as him. This distance is measured from the edge of the commander's or the war-staff member's base (see below) to the edge of the base of the closest miniature of the Unit that wishes to benefit from this leadership. Leaders (see below) do not transmit their characteristics outside of their Unit.

PLEASE NOTE!
A commander cannot transmit the values that another commander has transmitted to him.

The transmitted values are, however, modified according to the difference in rank categories between the commander and the Unit's members. If the Unit using the values transmitted by a commander is of a rank category inferior to the commander's, then a -2 in COU (or FEAR) and DIS is applied for each degree of difference in rank categories.

Any war-staff bonuses there may be apply in the usual way (see further).

Warrior-mages and Warrior-monks can become Leaders of any Unit of their people, whatever their rank category. Due to this, it can happen that a Leader is of a rank category inferior to that of the Unit he leads. In this case he transmits his Courage/COU and Discipline/DIS values to his Unit without penalties.

Whatever the number of rank categories separating the commander from the troops, the transmitted values can never be lower than those of the troops making up the Unit.

1.4.4.2 Loss of leadership

Some spells or miracles can make a fighter lose his "Leadership/X" ability temporarily or permanently. If the army's chief is the victim of such an effect, then he loses the faculty to

1•H NON-COMMANDER INDEPENDENTS

An Independent who doesn't have the "Leadership/X" ability doesn't transmit his Courage/COU or Fear/FEAR and Discipline/DIS values to the Unit he accompanies. If this Unit must make a Courage or Discipline test without being in a commander's leadership range, then the values of its troops are used.

If a Unit is brought to Rout (see States), then so are the Independents accompanying it.

If a Unit is formed only of non-commander Independents, then the lowest Courage/COU and Discipline/DIS values among the Unit's members are the ones taken into account.

If fear-inducing Independent who doesn't have the "Leadership/X" ability accompanies a fear-inducing Unit whose FEAR is lower than his, then his FEAR is ignored. He is considered to have the same FEAR value as the rest of the troops.

give Orders to his Unit and to transmit his leadership. On the other hand his Discipline/DIS is still used for the Tactical Roll at the beginning of the round. However, he cannot form a war-staff as long as he hasn't recovered the use of his ability. If he is within range of a standard-bearer and a musician, he only benefits from a +1 bonus in Courage/COU and Discipline/DIS.

1.4.4.3 Absence of leadership

If no commander is present in (or within leadership range of) a Unit, then it uses the values of the troops making it up (and not that of any Independents who may be accompanying it).

1.4.4.4 Modifying the commander's characteristics

If for any reason the commander's Courage/COU or Fear/FEAR and Discipline/DIS values are reduced and become lower than that of the troops making up the Unit, then the troops' values are used for any tests to be made.

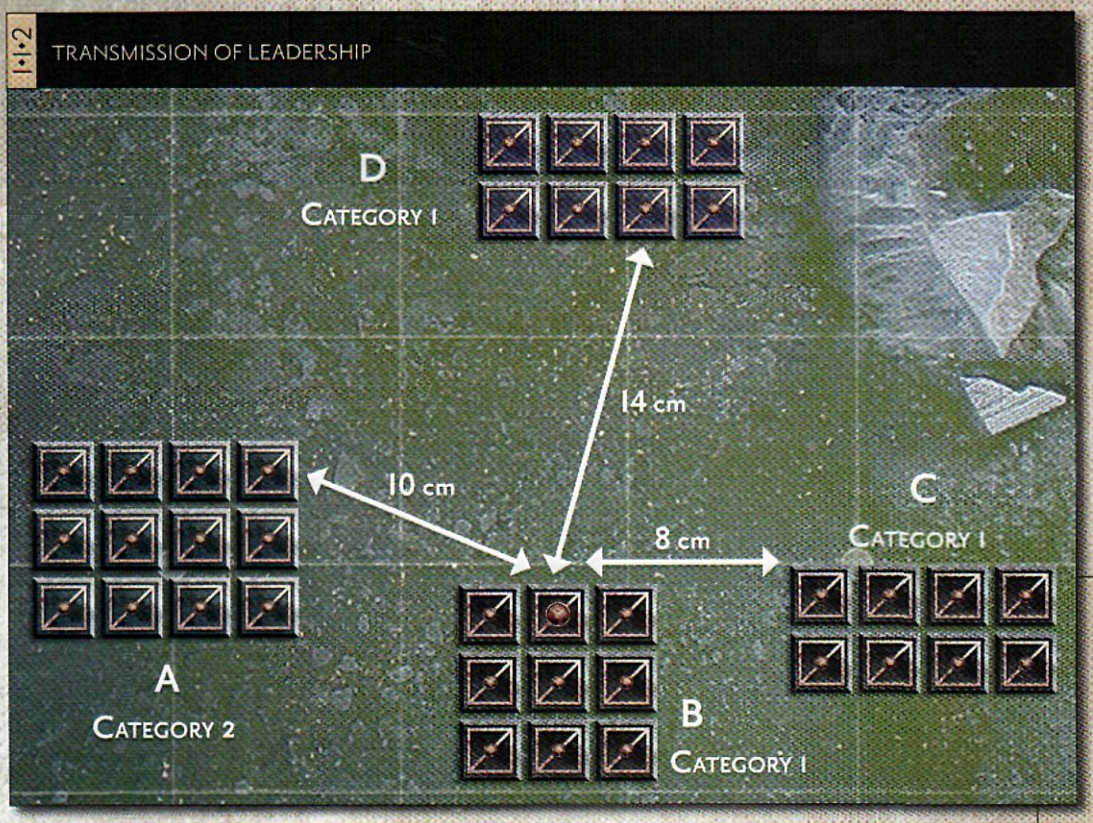
1.4.4.5 Multiple commanders

If a Unit is within the leadership range of several commanders and must make a Courage or Discipline test, then the player can choose which one transmits his leadership for the test.

1.4.4.6 Commanders in Rout

A commander in Rout (see States) cannot transmit his leadership. As long as he hasn't been rallied only he and the Unit he is in can use his Courage/COU and Discipline/DIS.

The Red Lioness (COU 9; DIS 6) is a champion of Elite rank (category 2) endowed with the "Leadership/15" ability. She accompanies a Unit of swordsmen, who are Lion Veterans (category 1), in the struggle opposing them to the damned of Acheron. One rank category separates the Red Lioness from her troops. The latter therefore use the Red Lioness's characteristics minus 2: COU 7 and DIS 4.



Araqsalil the Skinner is a commander of Regular rank (category 1). His leadership range is of 10 cm.

- The warriors of Mid-Nor (Units B and C) are within Araqsalil's leadership range. Being of the same rank category than his, they can use this commander's FEAR and Discipline when making tests that require these characteristics.
- The sentinels of Mid-Nor (Unit A) are also within Araqsalil's leadership range. However, they are of category 2 and therefore cannot benefit from Araqsalil's leadership.
- The reapers of Mid-Nor (Unit D) are too far from the commander to benefit from his Fear and Discipline rates.

Melmoth (FEAR 7; DIS 0) is a champion of Acheron of Elite rank (category 2) endowed with the «Leadership/10» ability. A Unit of morbid angels (category 1) is within his leadership range. One rank category separates Melmoth from these Regulars. Melmoth therefore transmits a FEAR of 5 to the morbid angels he commands. These troops have a higher characteristic (FEAR 6) than that, so they use their own rate.

1.4.5 THE COMMANDER-IN-CHIEF (INDEPENDENT)

To command a whole army, a chief is needed. He carries the title of **Commander-in-Chief**. This fighter is the keystone of *Rag'Narok*'s strategic aspect.

Every player must select his army's Commander-in-Chief. He must be a Character with the "Leadership/X" ability. A Character who has become a Leader can also become Commander-in-Chief.

The Commander-in-Chief cannot be a Mercenary unless he is of the same people as the one the army is of. The Commander-in-Chief cannot be chosen among Allies.

For a magician to be named Commander-in-Chief of an army of **Acheron**, he absolutely must master necromancy or circaeus.

For a magician to be named Commander-in-Chief of a **Cynwäll** army, he absolutely must master chronomancy or solaris.

1.4.5.1 Privilege of the Commander-in-Chief

Any Unit located within the Commander-in-Chief's leadership range (including the Commander-in-Chief himself and the Unit he is part of) rolls 2d6 instead of only one for all Courage and Discipline tests and only keeps the better of the two results. For the Tactical Roll, however, the Commander-in-Chief only uses one die for his Discipline test. The Commander-in-Chief is furthermore subject to all the rules concerning leadership.

For deployment and the Tactical Roll it is the Commander-in-Chief's DIS that is taken into account. It can benefit from bonuses given by the presence of a musician or a standard-bearer, or due to a magic object, spell, miracle or aptitude.

This effect does not apply when the Commander-in-Chief is in Rout. A **Commander-in-Chief in Rout** doesn't give any further basic Orders as long as he hasn't been rallied. However, his DIS is still used for the Tactical Roll and he continues giving additional Orders.

The Commander-in-Chief's Discipline is at the centre of strategy in *Rag'Narok* (see p. 42). It allows the player to have tactical alternatives (see Orders).

1.4.5.2 Commander-in-Chief in Rout

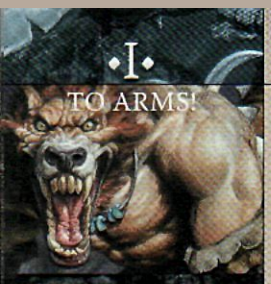
A commander in Rout can transmit his Courage/COU or Fear/FEAR and Discipline/DIS values only to the Unit he is a part of. Furthermore, a commander in Rout, including the army's Commander-in-Chief, doesn't give any further basic Orders as long as he hasn't been rallied.

1.4.5.3 Death of the Commander-in-Chief

If the Commander-in-Chief dies, then the player must select a new Commander-in-Chief whose Discipline/DIS is then used for the Tactical Rolls. An Allied or Mercenary commander cannot replace the dead Commander-in-Chief (unless the Mercenary is of the same people as the dead Commander-in-Chief). A standard-bearer or a musician cannot either replace a Commander-in-Chief. However, the "successor" does not benefit from the special rules concerning the Commander-in-Chief. The Units within his leadership range do not roll 2d6 for their Discipline and Courage tests.

If the Commander-in-Chief is killed, the player suffers a -1 on all Discipline tests for the rest of the game, even for Allied and Mercenary fighters. If the new Commander-in-Chief is also killed, this penalty isn't increased and therefore remains -1.

If no other commander is left at the Commander-in-Chief's death, then the fighter with the highest Discipline/DIS takes on this huge responsibility. In this case, however, the penalty on Discipline tests becomes -2 for the rest of the game.



1.4.6 UNIT LEADERS (INDEPENDENTS)

A Leader is a member of the troop with a special status that the player buys by paying a cost in A.P.

Musicians and standard-bearers must either form a war-staff with a commander of the same rank category as theirs, or accompany a Unit of a rank category that is equal or inferior to theirs (see further).

When raising an army, a member of any Unit that is already assembled (except musicians and standard-bearers) can become commander at an additional cost of 10 A.P. Such a fighter is then called Leader. His profile is then modified in the following way:

- His Courage/COU or Fear/FEAR is increased by 1 point.
- DIS +1 if he has such a value (and not a "-").
- He acquires the "Leadership/0" ability. This means that only the Unit of which he is a member can benefit from his leadership.

From then on this fighter is a commander like any other warrior with the "Leadership/X" ability. A Leader can benefit from the normal bonuses given by a standard-bearer and a musician or can even form a war-staff with them. Yet in no way can he transmit his leadership to another Unit than his own, not even by using other members of his war-staff as a relay. His Leadership/X value is indeed 0!

A non-Character fighter who becomes a Leader is not considered to be a Character.

In no way can a Leader leave his original Unit. It can, however, be divided but the Leader must remain in one of the Units created in this way.

A fighter who forms a Unit on his own can also become a Leader.

There can be several Leaders within a same Unit, but whatever their number, the Unit they accompany only benefits from one single Order due to their presence (see 42).

1.4.7 MUSICIANS AND STANDARD-BEARERS (INDEPENDENTS)

There are two ways of using musicians and standard-bearers. They can either act within a Unit or form a **war-staff** with a commander. (A Leader can also be part of a war-staff. In this case his leadership can only be transmitted to the Unit he accompanies.)

1.4.7.1 Alone in a Unit

- A **musician** gives a +1 in Discipline/DIS to the Unit he accompanies, be it a fear-inspiring or courageous one.
- A **standard-bearer** gives a +1 in Courage/COU or Fear/FEAR to the Unit he accompanies. A standard-bearer gives this bonus only to fighters with same type of value as he has (Courage or Fear).

A same Unit can benefit from the bonus given by **only one musician and one standard-bearer at a time.**

PLEASE NOTE!
The "Leadership/X" ability of musicians and standard-bearers has no effect if they don't form a war-staff.

1.4.7.2 In a war-staff

A war-staff can join a Unit or act on its own. As long as they are not members of a Unit or of a war-staff, musicians and standard-bearers don't give bonuses to anyone at all.

PLEASE NOTE!
There cannot be more than one musician and one standard-bearer per war-staff.

1•J
EXCEPTION OF CONSTRUCTS AND THE LIVING-DEAD

A commander with the "Construct" (see p. 126) ability applies his leadership only to other Constructs in his army. Non-Construct fighters are therefore not influenced: they do not benefit from the additional Order granted by his leadership or from the transmitted COU/FEAR rates.

Likewise, Constructs are not influenced by the "Leadership/X" ability of non-Construct commanders in their army. They do not benefit from the basic Order given by this commander or from the transmitted COU/FEAR and DIS rates.

However, a Commander-in-Chief can always transmit the additional Orders acquired by the Tactical Roll to his Units, be they made up of Constructs or not.

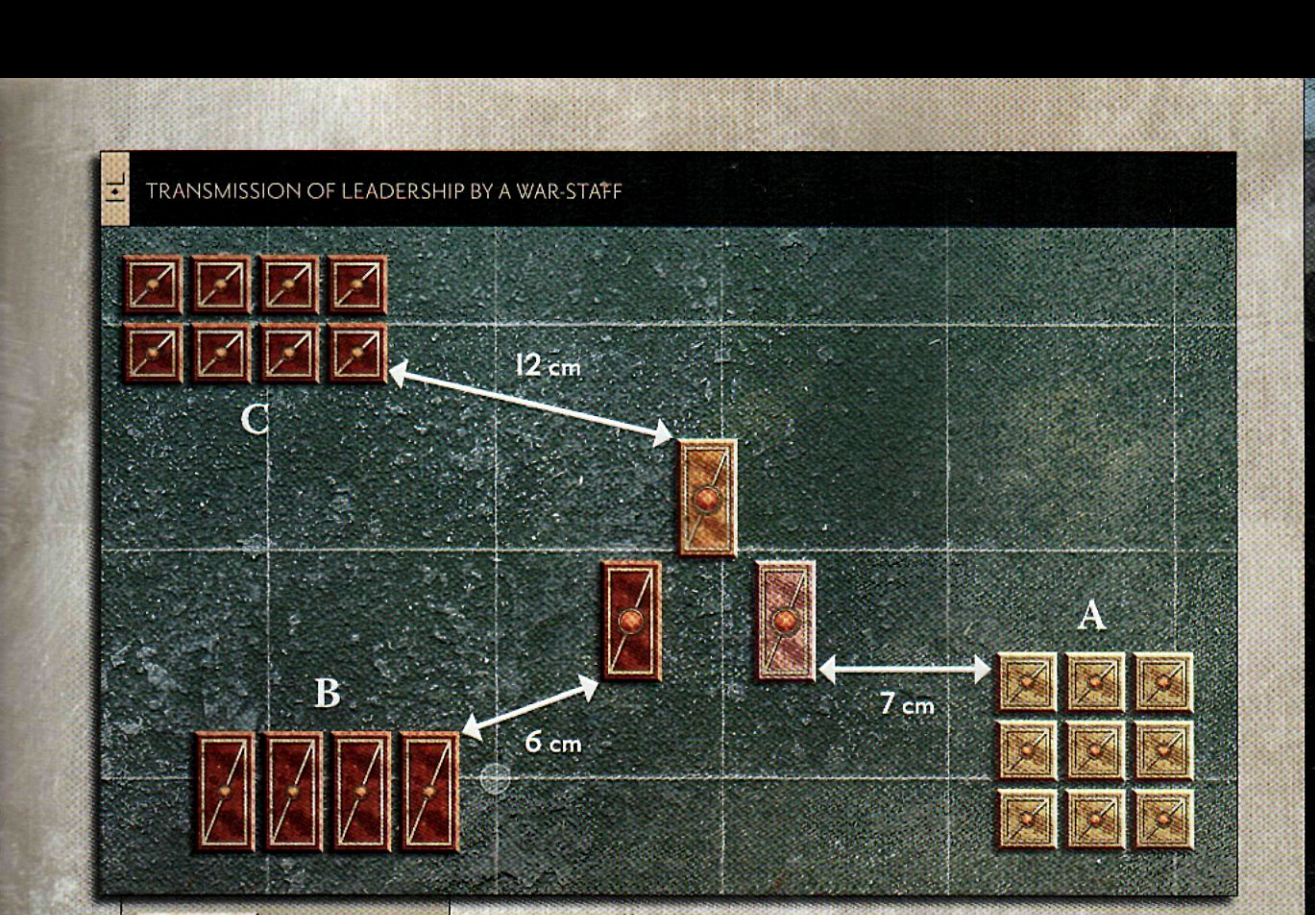
These rules apply in the same way to fighters with the "Living-dead" ability. Fighters who are not Living-dead are considered to be "alive."

EXAMPLE
The "Leadership/X" ability of the Almighty Crâne (living-dead) has no influence on the Units of ghouls of Acheron (alive) in his army.

Nevertheless, Units of Constructs and of the Living-dead can receive Orders and a temporary Discipline rate thanks to the Stranglehold rules (see pp.126-127).

1•K
FEAR-INSPIRING COMMANDERS AND WAR-STAFFS

A fear-inspiring commander or standard-bearer can transmit a bonus or his FEAR only to Units whose troops have a FEAR rate. If a fear-inspiring commander transmits his leadership to a Unit that doesn't inspire fear, then it can use the commander's Discipline/DIS and uses his FEAR for its Courage tests.



1•L TRANSMISSION OF LEADERSHIP BY A WAR-STAFF

- The Red Lioness on horseback
- Mounted standard-bearer
- Mounted musician of the Lion
- Mounted knight of the Lion
- Swordman
- Paladin of Alahan

The mounted Red Lioness is accompanied by a mounted musician of the Lion and a mounted standard-bearer of the Lion. All three are of Elite rank (category 2) and have Leadership/15. As a consequence, as long as they are in the same Unit, within 15 cm of at least one of the others, they form a full war-staff and their Courage/COU and their Discipline/DIS are equal to the Red Lioness's characteristics increased by two points. Furthermore, any Unit of their army and of rank category 1 or 2 benefits from the presence of this war-staff as long as they are within less than 15 cm (due to Leadership/15).

In this example the paladins of Alahan (Unit A) and the mounted knights of the Lion (Unit B) are of the same rank category as the war-staff led by the Red Lioness, whereas the swordsmen of Alahan (Unit C) are of an inferior category. Units A and B therefore benefit from the Red Lioness's Courage/COU and Discipline/DIS increased by two points (meaning the same values as those of the full war-staff), unlike Unit C, which benefits from the war-staff's characteristics reduced by two points (meaning those of the Red Lioness).

A war-staff allows the commander's Courage or Fear and Discipline values to be transmitted by the musician and the standard-bearer. To do so, the fighter who acts as relay must have at least one other member of the war-staff within his leadership range. He can then transmit the commander's Courage/COU (or FEAR) and Discipline/DIS (modified by any bonuses or penalties) to any Unit of an equal or inferior rank category within his leadership range.

- When a commander forms **a war-staff with a standard-bearer**, he benefits from a +1 in Courage/COU or FEAR.
- When a commander forms **a war-staff with a musician**, he benefits from a +1 in Discipline/DIS.
- When a commander forms **a war-staff with a standard-bearer and a musician**, he benefits from a +2 in COU (or FEAR) and in DIS (instead of the bonuses above).

These bonuses are added to the commander's Courage, or Fear, and Discipline when he transmits them to another Unit.

During the game the war-staffs must be defined right before every Tactical Roll. All members of a same war-staff must be of the same rank category, of the appropriate type, and must imperatively be part of the same Unit. A war-staff cannot be formed during the movement phase.

Once a war-staff has been formed, the commander who is part of it cannot transmit his leadership through a musician or a standard-bearer who isn't part of his war-staff.

A war-staff can join a Unit or act on its own. As long as they aren't members of a Unit or war-staff, musicians and standard-bearers don't give a bonus to anyone at all.

A commander who inspires fear can only form a war-staff with musicians and standard-bearers who also inspire fear (see box). On the other hand a commander with Courage can transmit his DIS to a fear-inspiring Unit. Furthermore, this Unit can use the commander's Courage/COU for its Courage tests.

1.4.8 THE ARMY STANDARD

An army can include an army standard. Yet this cannot be just any normal banner. Only a standard-bearer of "Living Legend" rank can be chosen to be an army standard. Furthermore, he absolutely must be of the same people as the Commander-in-Chief.

A standard-bearer of "Living Legend" rank can become army standard at an additional cost of 10 A.P.

There can be only one army standard per camp.

An army standard gives a +1 in COU (or in FEAR) and in DIS. He can also form a war-staff with a Character of any rank. (This war-staff's rank is then that of its commander). It is then considered that the army standard represents both a standard-bearer and a musician on his own and that he gives a +2 in COU (or in FEAR) and in DIS to his commander. He is furthermore subject to all rules concerning war-staffs.

An army standard's leadership range is twice the distance printed on his reference card.

1.4.9 WAR MACHINES

War machines are rare and priceless gear. Any warlord who has the privilege of having any must watch over it even more than over the life of his troops.

War machines introduce specificities that are the subject of a chapter of additional rules on page 102.

Fort Kaïber in renown for its fortifications. In it the Lions of Alahan attend to the maintenance of their famous ballistae.

[1.5]
UNIT COMPOSITION

A Unit can be composed of two types of fighters: troops and Independents. The term "troops" includes all fighters who aren't Characters, magicians, faithful, musicians, standard-bearers or commanders. In any case all members of a same Unit must be of the same people.

A Unit can be made up of any number of miniatures. There is neither a minimum nor a maximum when it comes to Unit size. There are, however, certain rules concerning the minimum value (in A.P.) of a Unit.

1.5.1 THE TROOPS

The troops of a same Unit must all be of the same type.

If a type of fighter can be represented by several reference cards that are different in terms of characteristics or abilities, such as giant barbarians or tigers of Dirz, then the whole Unit must be represented by only one reference card. All of the Unit's members then have the same characteristics and abilities.

EXAMPLE
A Unit of goblin marauders with swords cannot include goblin spearmen within its ranks.

When a Unit includes troops in its numbers – meaning that it isn't only made up of Independents – then the total value of its troops **must not be less than 50 A.P.** at the time that it is deployed on the battlefield.

Though they have the status of an Independent, the cost of Leaders is included in the total of the troops.

1.5.2 INDEPENDENTS

Independents are the only members of a Unit who can have different characteristics than those of the troops. They are subject to certain particular rules.

Independents are not subject to any minimum value restrictions. They can form a Unit on their own or accompany troops. There are, however, two exceptions.

EXAMPLE
Malek the Bloodthirsty is a Character of "Special" rank. He can accompany a Unit composed of troops of rank categories 1 or 2. A wise warlord will always know to give him the role that best suits this intrepid warrior...

- **Characters, musicians** and **standard-bearers** can join any type of Unit that is in a rank category equal or inferior to theirs.
- **Magicians** and the **faithful** can join any Unit, whatever its rank category may be.

1.5.2.1 Characters

The A.P. value of Characters, including their artefacts, spells and miracles, must not be more than 50% of the army's total value. (Allied Characters are also taken into account in this total.)

Every Character is unique, for he is an Incarnate (see Aarklash). It is therefore impossible to have the same Character more than once in the same army. Opposing armies can, however, each include the same Character.

1.5.2.2 Leaders

When raising an army, a member of any Unit already assembled (except musicians and standard-bearers) can become commander at an additional cost of 10 A.P. Such a fighter is then called Leader. His profile is then modified in the following way:

- His Courage/COU or Fear/FEAR is increased by 1 point.
- DIS +1 if he has such a value (and not a "-").
- He acquires the "Leadership/0" ability. This means that only the Unit of which he is a member can benefit from his leadership.
- Fighters with the "**Warrior-mage**" or "**Warrior-monk**" ability enjoy a status apart in the eyes of their people's troops. They can become Leaders of any Unit of their people and this no matter the rank category and the type of troops it is made up of. For example, a Griffin Inquisitor can be the Leader of a Unit of templars of the Inquisition.
- A **Character** can also become a **Leader at a cost of 15 A.P.** (instead of 10 A.P.), but his Courage/Fear and Discipline characteristics are not increased. He simply gains the "Leadership/0" ability.
  He can then accompany a Unit in the same conditions as any Character.

Restrictions:

- Standard-bearers, musicians, magicians (excepting Warrior-mages) and faithful (excepting Warrior-monks) cannot become Leaders.
- The Living-dead or Constructs cannot become Leaders either, with the exception of those who have a Power or Faith value. This point prevails over the rule that prohibits a magician or a faithful from becoming a Leader: a magician (Warrior-mage or not) or a faithful (Warrior-monk or not) who has the "Living-dead" ability ("construct" ability) can become Leader of a Unit of Living-dead fighters (construct fighters), see p. 126.
- When a Living-dead or a Construct becomes a Leader, his Discipline/DIS characteristic is not increased even if he is not a Character. For example, a quaestor of Acheron can be the Leader of a Unit of zombies, but his DIS remains inexistent.

If a Leader's total cost is of 50 A.P. or more, then he can make up a Unit on his own.

OPTIONAL RULE
In agreement with your opponent you may choose to include the same Character several times in the same army. However, in order to preserve the unique quality of these fighters, only one of them is considered to be the Character "specified" by his name. This means that the artefacts, spells, miracles and experience cards reserved to these Characters can only be given to the "specified" one.

EXAMPLE
A Lion player includes the magician Meliador the Celestial twice in his army of Lions of Alahan. However, the Set of Crystalline Prisms artefact being reserved to this magician, only one of the two can carry it. The other magician is still considered to be a Character with the same characteristics as Meliador the Celestial, but with a different name.

Leaders must always be associated with troops of the same type as theirs. Thus, a swordsman of Alahan Leader, for example, cannot accompany a Unit of spearmen of Alahan or make up a Unit on his own.

1.5.3 MACHINES

War machines cannot represent more than 25% of an army's value in A.P. Those coming from Allied armies are also taken into account in this total.

Characters who have the "Artillery" characteristic included in their rank, such as Lor-Arkhon and Golborak, must be counted both in the 50% of Characters and in the 25% of war machines.

1.5.4 ALLIES AND MERCENARIES

"Allied" troops can represent at most 25% of the army's value in A.P. When Mercenaries aren't fighting in an army that is of their own people they are considered to be Allies. They are distinguished thanks to abilities (Alliance/X or Mercenary).

The contingents of Allies are subject to the same restrictions as the rest of the army concerning Characters and war machines (see further).

- The total value of Allied Characters cannot be greater than half the points of the Allied fighters in the army.
- The total value of Allied war machines cannot be greater than a quarter of the points of the Allied fighters in the army.

EXAMPLE OF ARMY COMPOSITION

An army of Lions of Alahan worth 2000 A.P. that is about to confront a horde of orcs decides to ally itself with a small troop of Griffins of Akkylannie.

- A maximum of 1000 A.P. can be attributed to Characters.
- A maximum of 500 A.P. can be attributed to war machines.
- A maximum of 500 A.P. can be attributed to the Griffin Allies.

The Lion player decides to play with 400 A.P. of Allies. Of these 400 A.P. a maximum of 200 A.P. can be attributed to Griffin Characters and of 100 A.P. to war machines of Akkylannie.

1•M EXCEPTIONS (INDEPENDENTS)

1•M•1 SELENITES AND WOLFEN

Selenite Characters, such as Migaïl, are an exception to the limits on Allied Characters. They can be played as Allies of a Wolfen army, even if no other Allied troops are present. However, they continue being counted as Allied Characters for the calculation of the authorised proportion of other Allied contingents.

1•M•2 HYPERIANS AND CYNWÄLL ELVES

Hyperian Characters, such as Kelen the Thirteenth Voice and Deacon Tiberius, are an exception to the limits on Allied Characters. They can be played as Allies of a Cynwäll elven army, even if no other Allied troops are present. However, they continue being counted as Allied Characters for the calculation of the authorised proportion of other Allied contingents.

1•N THE PATHS OF ALLIANCES

Some peoples of the continent of Aarklash have been at war for several generations. Others have sealed alliances against a common enemy or carry out large-scale operations together.

There are three great paths of alliance: the Meanders of Darkness, the Ways of Light and the Paths of Destiny. Each of Aarklash's people is bound to one of these paths, but this hasn't kept some from forming bonds with peoples following a path other than theirs.

- **The Dwarves of Tir-Nâ-Bor: Griffins of Akkylannie.**
- **The Rats of No-Dan-Kar: Orcs of Bran-Ô-Kor and Devourers of Vile-Tis.**
- **The Devourers of Vile-Tis: Goblins of No-Dan-Kar, Drunes and Orcs of Bran-Ô-Kor.**

1•N•1 THE MEANDERS OF DARKNESS

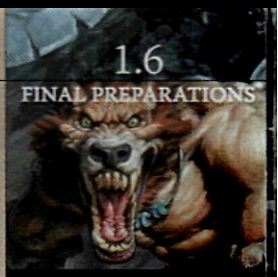
- **The Limbo of Acheron: Alchemists of Dirz, Akkyshan elves, Drunes and dwarves of Mid-Nor.**
- **The alchemists of Dirz: Limbo of Acheron, Akkyshan elves and dwarves of Mid-Nor.**
- **The Akkyshan elves: Limbo of Acheron, alchemists of Dirz and dwarves of Mid-Nor.**
- **The Kelts of the Clan of Drunes: Limbo of Acheron and dwarves of Mid-Nor.**
- **The dwarves of Mid-Nor: Limbo of Acheron, Drunes, Akkyshan elves and alchemists of Dirz.**

1•N•2 THE WAYS OF LIGHT

- **The Lions of Alahan: Griffins, Cynwälls and Sessairs.**
- **The Empire of the Griffin: Lions, Cynwälls, Sessairs and dwarves of Tir-Nâ-Bor.**
- **The Cynwäll elves: Lions and Griffins.**
- **The Kelts of the Clan of Sessairs: Lions and Griffins.**

1•N•3 THE PATHS OF DESTINY

- **The Daïkinee elves: Wolfen of Yllia.**
- **The Orcs of Bran-Ô-Kor: Goblins of No-Dan-Kar and Devourers of Vile-Tis.**
- **The Wolfen of Yllia: Daïkinee elves**



[1.6]
FINAL PREPARATIONS

Before a game of *Rag'Narok*, every player must make packs of cards where each one represents a Unit. Every pack must include a card for every profile of characteristics present in the Unit. There are therefore as many packs of cards as there are Units.

The number of Units each player has available is important. This aspect of the game is explained in the following chapters.

EXAMPLE
A Unit of 15 fiannas, led by the champion Gwenlaen the Ever-Proud and including a totem-bearer and a musician, is represented by a pack containing: one "fianna" card, one "Gwenlaen the Ever-Proud" card, one of a totem-bearer and one of a musician.

TAKE YOUR POSITIONS!

Every game of *Rag'Narok* begins with a deployment phase. This preliminary phase can be altered by conditions specific to a battle, in which case they are known as scenarios. There are several classic situations or scenarios in battle games played with miniatures.

[2.1] BATTLEFIELDS

Here are several types of deployment to simulate the most common battle conditions. Other situations can be invented as agreed on by two opponents.

2.1.1 BATTLE

"The two armies faced each other on the Plain of Tears..."

The battlefield is divided into two zones separated by a **45 cm** wide strip that spans the whole battlefield. A deployment zone is randomly attributed to each player. Except for Scouts, no Units may be deployed within the central zone.

2.1.2 INTERCEPTION

"This land is ours, you have profaned it. The price to pay is death."

The battlefield is divided into four equal parts. Two diagonally opposed sections are chosen to be deployment zones. These zones are randomly attributed to the players. Except for Scouts, no Units may be deployed in the two other zones.

2.1.3 AMBUSH

"Bring back their leaders... and slay the others."

The battlefield is divided into two zones by a 50 cm wide strip that spans the whole terrain. This central deployment zone is randomly attributed to one of the players. His opponent deploys his troops in the other two zones. Each of these zones must contain at least **30%** of his army's value (in A.P.).

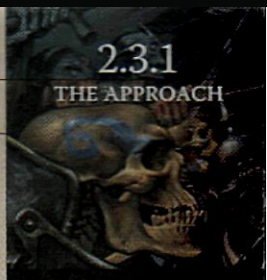
2.1.4 ENTRENCHMENT

"You'll never take us alive!
– We're not planning to do so, my friend..."

A square with sides of **50 cm** is defined at the centre of the battlefield. This deployment zone is randomly attributed to one of the players. His opponent can deploy his troops anywhere out of this zone.

[2.2] THE TACTICAL ROLL

The possibilities given to the players in each game round, as well as in the deployment phase, depend on the Commander-in-Chief's aptitudes: his Discipline/DIS and rank. Indeed, a Discipline test helps determine which player begins the game. This is the Tactical Roll. The final results of these rolls determine several variable factors for the strategic scale of the game. These are explained later on.



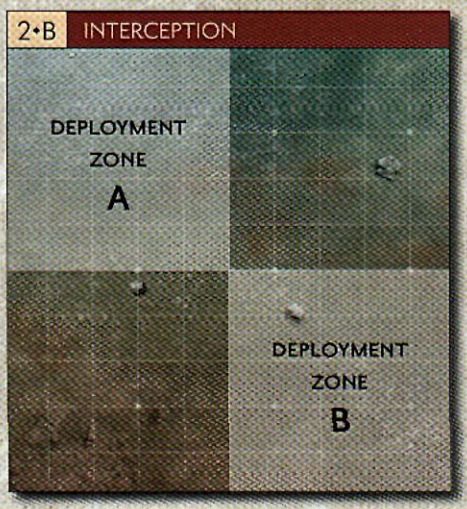
[2.3]
DEPLOYMENT

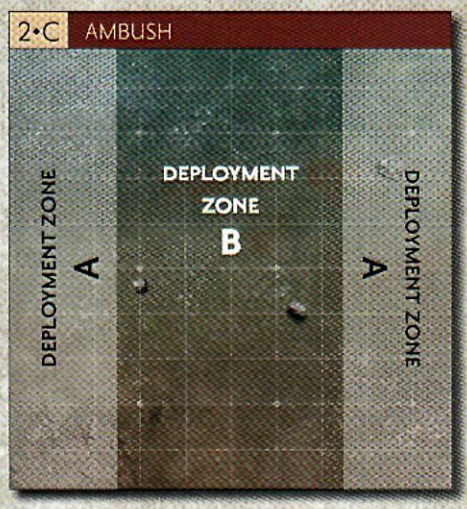
This step of the game is absolutely crucial because a bad placement has often caused the loss of a whole army. Deployment is done in three phases: the approach, Scout deployment and reserve deployment. This last step doesn't take place at the beginning of the game but rather in a round at the players' choice.

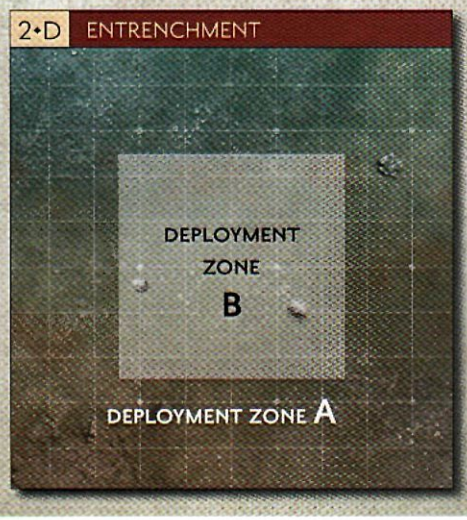
2.3.1 THE APPROACH

During the approach the players take turns placing one of the packs of cards representing their Units onto the battlefield. To simulate the tacticians' incertitude as to the adverse army's composition, each pack is placed face down. But each player must reveal the number of packs he has.

PLEASE NOTE! The miniatures are not placed onto the battlefield yet. They will be in the following phase.







2•E
ALTITUDE LEVELS

Three altitude levels are used to represent the fighters' position on the battlefield and in the air.

Level 0: All miniatures touching the ground are at level 0 even if they are standing high on an element of the scenery. Elements of the scenery placed on the battlefield are also considered to be at level 0. This level is therefore not the surface of the playing table, but the surface of the elements placed onto it.

Level 1: This level represents the low altitude flight zone.

Level 2: This level represents the high altitude flight zone.

Miniatures with the "Flight" ability must be deployed at level 0 unless specified otherwise in the scenario.

When two Units are at the same position on the battlefield but at different altitude levels, placing them can become quite tricky. To solve this problem the following rules must be applied. As soon as a Unit takes off and is at level 1 or 2, it is replaced by an appropriate counter. One side of the counter is marked to symbolise its front and thus determine its field of vision.

The whole Unit is represented by a single counter, no matter the number of fighters it is made up of. The counter is placed at the middle of the Unit's first rank. This Unit's miniatures are placed off the battlefield on a separate surface. All combat that takes place at levels 1 and 2 is simulated on this other surface.

As long as a Unit remains at levels 1 or 2, all its movements are made using the counter representing it.

The approach is done in the following way. The players make a Tactical Roll (DIS test). This test's winner **gets the lead.** He can then decide to deploy one of his Units or ask his opponent to deploy one of his. When a player deploys one of his Units, he has the choice between:

- Placing it in his deployment zone. The corresponding pack of cards is placed face down onto the battlefield in the deployment zone of the player controlling it.
- Placing it in reserve in order to deploy it later on after the beginning of the battle. If the player chooses to place a Unit in reserve, the corresponding cards are set aside. To avoid unrealistic surprises in which a whole division is suddenly deployed in the last second at the enemy's flanks, a player cannot place more than 20% of his army's total A.P. value in reserve during deployment.

The Units whose members all have the "Scout" ability can be deployed later on if the player wishes.

When a player places one of his Units onto the battlefield, his opponent can count the number of cards representing this Unit. This is not possible for Units kept in reserve.

The players take turns having the lead until they have no more packs of cards to deploy (except Units of Scouts.) The player with fewer Units in his army (including Units of Scouts) can refuse to place one of his Units when his opponent asks him to do so. He then gets the lead (without his opponent, who has more Units, having placed a Unit on the battlefield). He can do so a number of times equal to the number of additional Units held by his opponent. This is called a **refusal**.

It is prohibited to deploy a Unit with an enemy Unit within its **charging range** (meaning within a distance in centimetres equal to twice the Unit's Movement/MOV rate). However, since the cards are deployed face down and the players therefore don't know the enemy Units' charging ranges, it can happen that a Unit is deployed within the charging range of an enemy Unit. If a Unit includes fighters with various Movement rates, then only the highest one is taken into account when measuring the charging range.

During the approach, the distance separating the packs of cards representing the Units is measured to make sure that the fighters they represent aren't within charging range of each other.

Once all Units have been deployed, the players take turns revealing one Unit at a time and place the corresponding miniatures onto the battlefield. To do so, the players make a new Tactical Roll and proceed in the same way as for the approach.

The player with fewer Units in his army (the Units of Scouts and those held in reserve are counted in this total) can again use refusals when he is asked to reveal his Units a number of times equal to the number of additional Units his opponent has.

During this phase a Unit cannot be placed in such a way as to have an enemy Unit within charging range, unless it was already within charging range at the end of the approach.

2.3.2 SCOUT DEPLOYMENT

Scouts have the "Scout" ability (see Abilities).

Scouts are deployed last, once all the other miniatures have been placed onto the battlefield.

- If both camps include Scouts, then the Unit revelation phase continues from where it stopped.
- If the player with fewer Units hasn't already used up all his deployment refusal rights, he can still do so. During this last phase the Scout miniatures are placed directly onto the battlefield.

PLEASE NOTE!
Though Units of Scouts are subject to special deployment rules described further on, they are still counted in the total number of Units in each camp.

PLEASE NOTE!
Refraining from looking at one's opponent's conscription sheet gives a certain thrill to the game about to be played.

EXAMPLE
An army of goblins includes ten Units. The dwarves facing them are divided into seven Units. The Dwarf player can therefore refuse to place a Unit three times. The Dwarf player wins the Tactical Roll and gets the lead. He asks the Goblin player to deploy one of his Units. It is placed in his deployment zone. The Goblin player then gets the lead and asks the Dwarf player to deploy a Unit. Being stubborn and unyielding, the latter refuses, gets the lead again and asks the Goblin player to deploy a Unit. He does so and gets the lead. Rest assured that the dwarves, being fine strategists, will let the goblins deploy a good part of their army before deciding on their positions!

2.3.3 RESERVES

During the deployment phase the players don't have to deploy all of their troops. A maximum of 20% of their army's value in A.P. can be kept in **reserve** to be deployed later on in the game. Any Unit, except the Commander-in-Chief's and the army standard's, can be placed in reserve.

2.3.3.1 Entry of the reserves

At the beginning of every round after the deployment phase the player may try to have his reserve Units enter the battlefield. To do so he must pass a Discipline test with a difficulty of 7 for every Unit attempting to join the battle. The player only decides where on the battlefield the reserves enter the game once he has passed the required Discipline test.

For this test the Discipline/DIS rate used must be that of a miniature in the Unit attempting to join the battle. A commander cannot transmit his Discipline to another Unit than his own for this test.

- **If the test fails,** then the player must wait until the next round to again attempt having this Unit enter the game. Every time a Unit fails its Discipline test to enter the game, the difficulty of its next test is reduced by one point. However, a result of ⚀ on this die roll is always considered to be an automatic failure.
- **If the test is passed,** then the Unit is deployed on the battlefield. When a reserve Unit enters the game, it must be deployed touching the edge of the table by which it arrives. None of this Unit's members may be deployed more than 10 cm from this edge of the battlefield. Also, a reserve Unit cannot be deployed touching an enemy Unit.

The spot by which the reserve Units can arrive varies depending on the game round and the type of deployment used (see Appendices).

The player doesn't have to reveal the nature of his reserve troops to his opponent.

When making the Discipline test to find out if the Unit enters the game or not, he must, however, reveal the reference card of the miniature whose Discipline rate is being used for the test.

Once the reserve Unit has entered the game, it can receive Orders in the usual way right from the round in which it arrived. It can arrive in close or scattered formation, to be chosen by the player controlling it.

If several Units were kept in reserve, they don't all have to enter the game by the same edge of the battlefield.

In all the following diagrams the reserve Units can enter the game in either the yellow or red zone, depending on their camp.

2.3.3.2 Reserves entry Order

If both camps wish to have reserve troops enter in the same round, the winner of the Tactical Roll gets the lead and then the players take turns deploying their reserve Units by placing the miniatures on the battlefield in the same way as during the deployment phase. The player with fewer Units can begin using his right to refuse. The refusals thus used are taken into account during the movement phase.

2.3.3.3 Units held in reserve

In no way can reserve Units be divided or regrouped before entering the game.

A reserve Unit can only enter the game if at least one miniature of its camp is present on the battlefield. If this isn't the case, then all the fighters of the reserve Units are counted as Losses. They arrive too late; the battle is over...

2.3.3.4 Scouts held in reserve

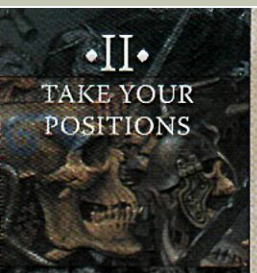
If a fighter with the "Scout" ability is held in reserve, he loses the faculty to deploy anywhere on the battlefield. He will enter the game like any other reserve trooper. However, he can use his talents as a Scout to spy on the opponent's reserve troops. A player with at least one reserve Unit of Scouts can force his opponent to show him all the reference cards of the Units he is holding in reserve. A player spying on his opponent must prove the presence of Scouts in his reserves by showing his opponent one of their reference cards.

2.3.3.5 Magicians held in reserve

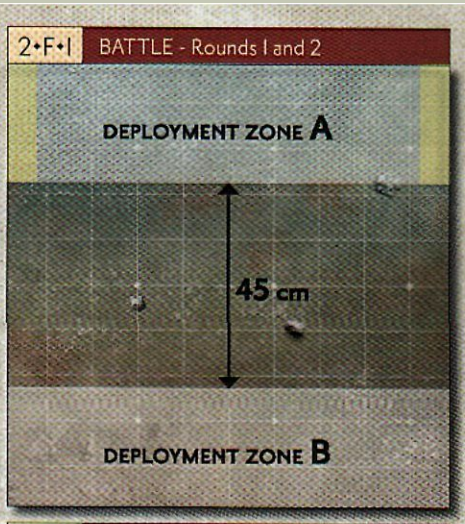
A magician held in reserve cannot make Power Rolls, be it to cast a spell, use counter magic or recover mana.

2.3.3.6 Faithful held in reserve

A faithful held in reserve cannot call any miracles or use censure.

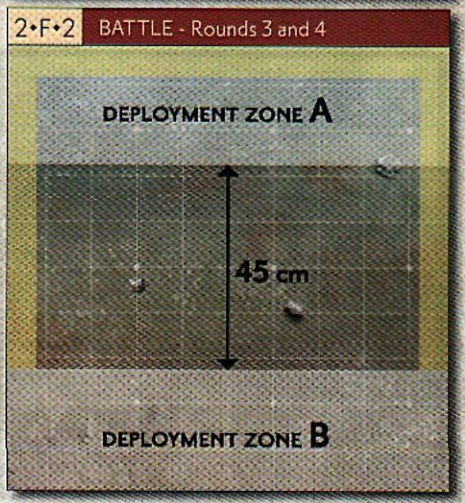


2•F•1 BATTLE - Rounds 1 and 2

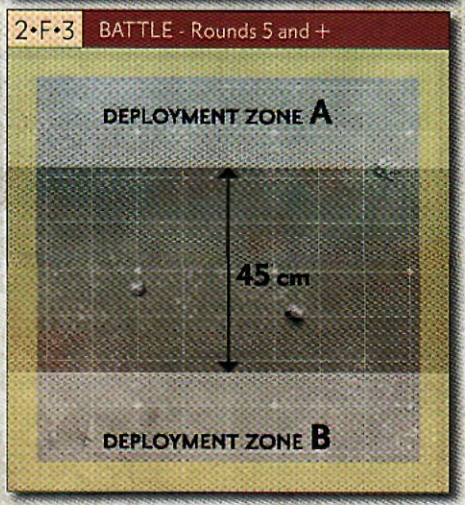


These diagrams show the entry zones of army A's reserves depending on the round of the game. Invert these positions for army B.

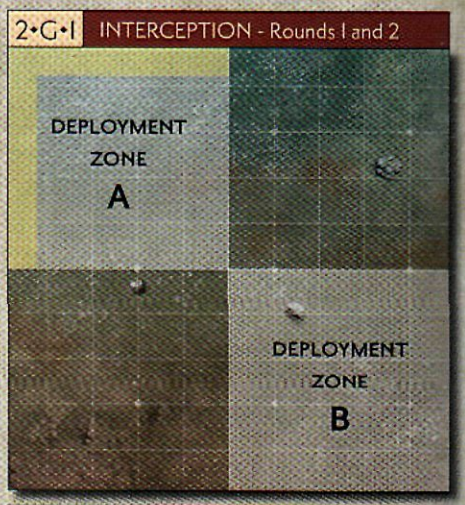
2•F•2 BATTLE - Rounds 3 and 4



2•F•3 BATTLE - Rounds 5 and +

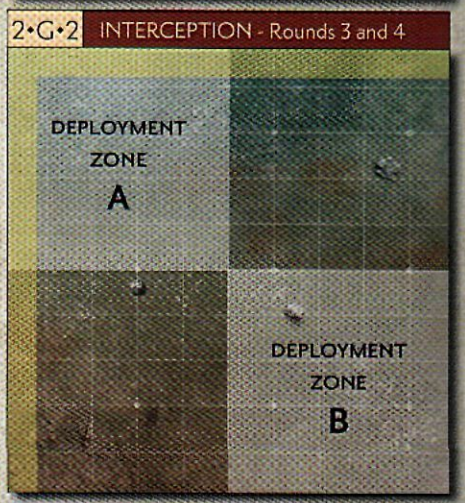


2•G•1 INTERCEPTION - Rounds 1 and 2

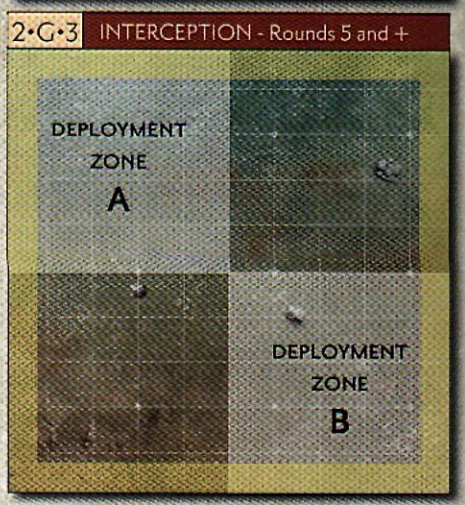


These diagrams show the entry zones of army A's reserves depending on the round of the game. Invert these positions for army B.

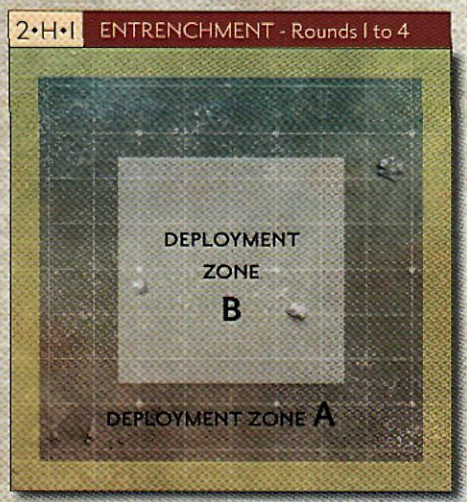
2•G•2 INTERCEPTION - Rounds 3 and 4



2•G•3 INTERCEPTION - Rounds 5 and +



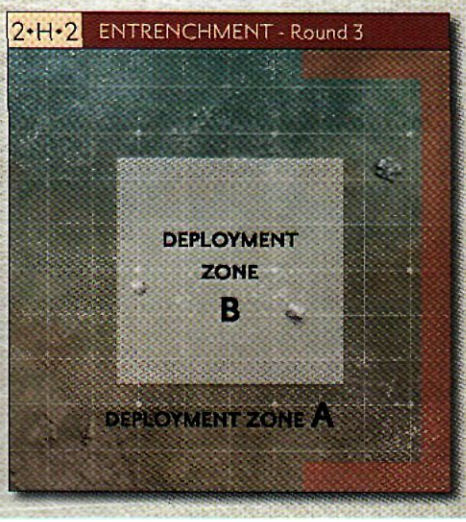
2•H•1 ENTRENCHMENT - Rounds 1 to 4

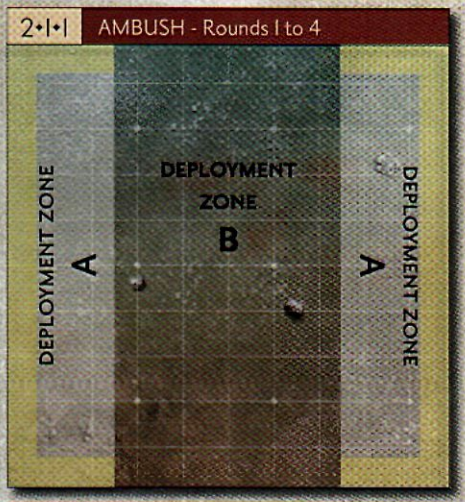


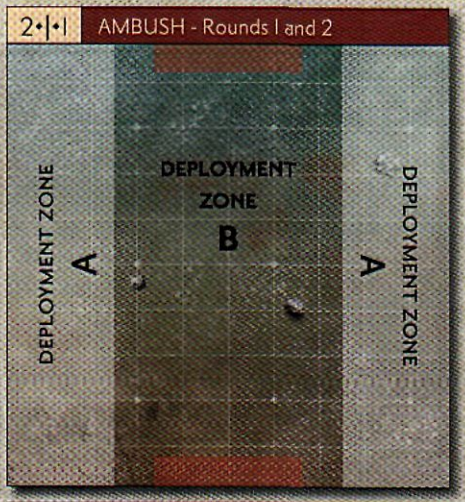
Entry of camp A's reserves.

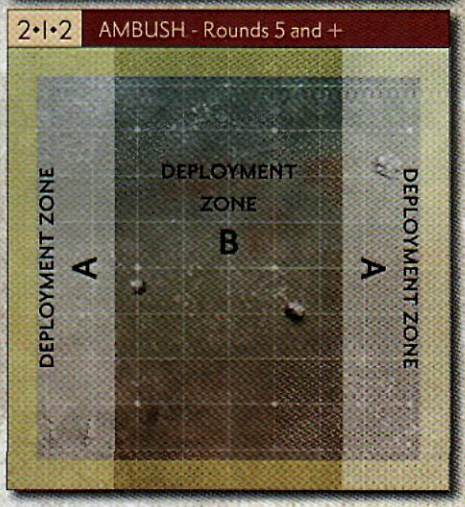
The three following diagrams show the entry zones of army B's reserves.

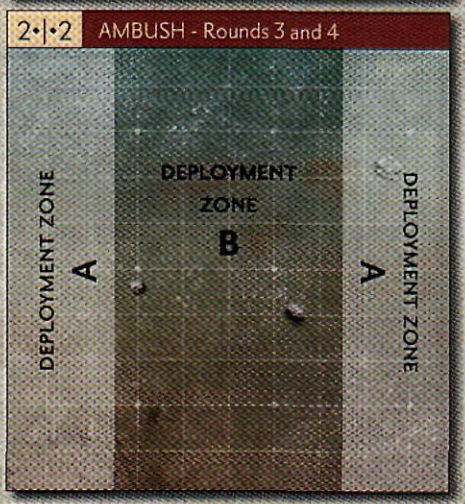
2•H•2 ENTRENCHMENT - Round 3



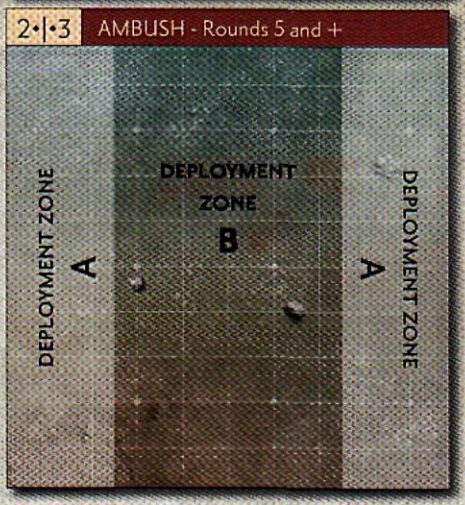








These two diagrams show the entry zones of army A's reserves.



The three following diagrams show the entry zones of army B's reserves.

{2.4} THE GAME ROUND

After the deployment phase, every game round is subdivided into phases.

All deployed Units can be handled during these steps following the rules. Reserve Units (see below) can only be played once they have entered the game.

2.4.1 RALLYING PHASE

In this first step the influence of the Commanders-in-Chief over their armies is exerted. The Tactical Roll lets the strategic potential the players have for the current round be determined, and Rallying Rolls determine the reactions of any Units that are in a state of "Rout."

At the beginning of each round the players make a Tactical Roll. Any bonuses given by a war-staff accompanying the Commanders-in-Chief are taken into account.

The Units in Rout can try to rally (see States p.21). Fleeing movements are made during this phase.

2.4.2 RESERVE ENTRY PHASE

During the deployment phase, certain Units can be placed in "reserve" so as to be able to enter the game at a strategic moment during the battle. They can be deployed later on the battlefield during one of these phases.

The Units placed in reserve during the deployment phase can try to enter the game (see p.37).

Any tests required for the "Reinforcement" ability are made here.

2.4.3 ATTRIBUTION OF ORDERS

At the beginning of each round the Units' actions are predetermined by the player controlling them. These strategic choices are made using Order counters.

Living-dead players acquire their additional Orders using the Dark Stranglehold.

The basic Orders are given to Units with a commander or within leadership range. Then the players assign one or several Orders to their Units.

Certain Tactical cards can be attributed.

2.4.4 FIRST FIRING AND INCANTATION PHASE

There are two firing phases in *Rag'Narok*. The first one takes place before movements are made and lets marksmen fire at the enemy before he can even move.

The magicians also intervene during this phase to proceed with rapid incantations and to initiate very powerful spells called rituals. Rapid incantations are played in the same way as rapid fire. Yet magic can be absorbed or countered (see Incantation).

Marksmen who have received "Rapid fire" Orders can carry these out. In this case the targets of their shots are announced following the increasing order of their INI rates and then carried out in the opposite order.

2.4.5 MOVEMENT PHASE

In this phase the Units carry out the Orders they have been given and are moved.

Living-dead players can use the Dark Stranglehold to increase their Discipline/DIS.

The players take turns revealing the remaining Orders. (Refusals can disrupt the course of this phase.)

Once an Order is revealed, a manoeuvre can be announced for the activated Unit. Independents can then leave their Unit to carry out a different Order if the Unit carries out an Immobile, March, Run, Charge or Counter-charge Order. (Magicians can, for example, go into a trance.)

Disorganised Units must be reorganised.

Certain Tactic cards can then be played.

If there is a fear-inspiring enemy, then the Courage Rolls are made once the Order is revealed but before any miniatures are moved.

Fighters with the "Harassment" ability can fire during this phase if they were given a "Move and fire" or "Run" Order.

2.4.6 DIVINATION PHASE

During this phase the servants of divinities designated by the term "faithful" can call on the power of their faith to cause miracles to happen.

The faithful can call miracles or proceed with communions. To do so, their Temporary Faith is determined at the beginning of this phase. Then the players announce the miracles and communions in the increasing order of their faithful's DIS rates. Once a call has been announced, the enemy faithful can attempt to censure it (before making the roll required by the Divination). Once the miracles have been played, it is the communions' turn.

2.4.7 SECOND FIRING AND INCANTATION PHASE

Marksmen who act during this phase benefit from greater precision. Again, magicians can use their powers and proceed with the final incantation of rituals that were initiated during the first firing and incantation phase.

Marksmen who haven't carried out their "Fire" Orders yet must resolve them now.

2.4.8 HAND-TO-HAND COMBAT PHASE

This phase sees the encounter between fighters who have managed to come into direct contact with one another.

The Units involved in a fray resolve the combats being fought.

If there are several frays, then the winner of the Tactical Roll determines in which order the combats they are made up of are played.

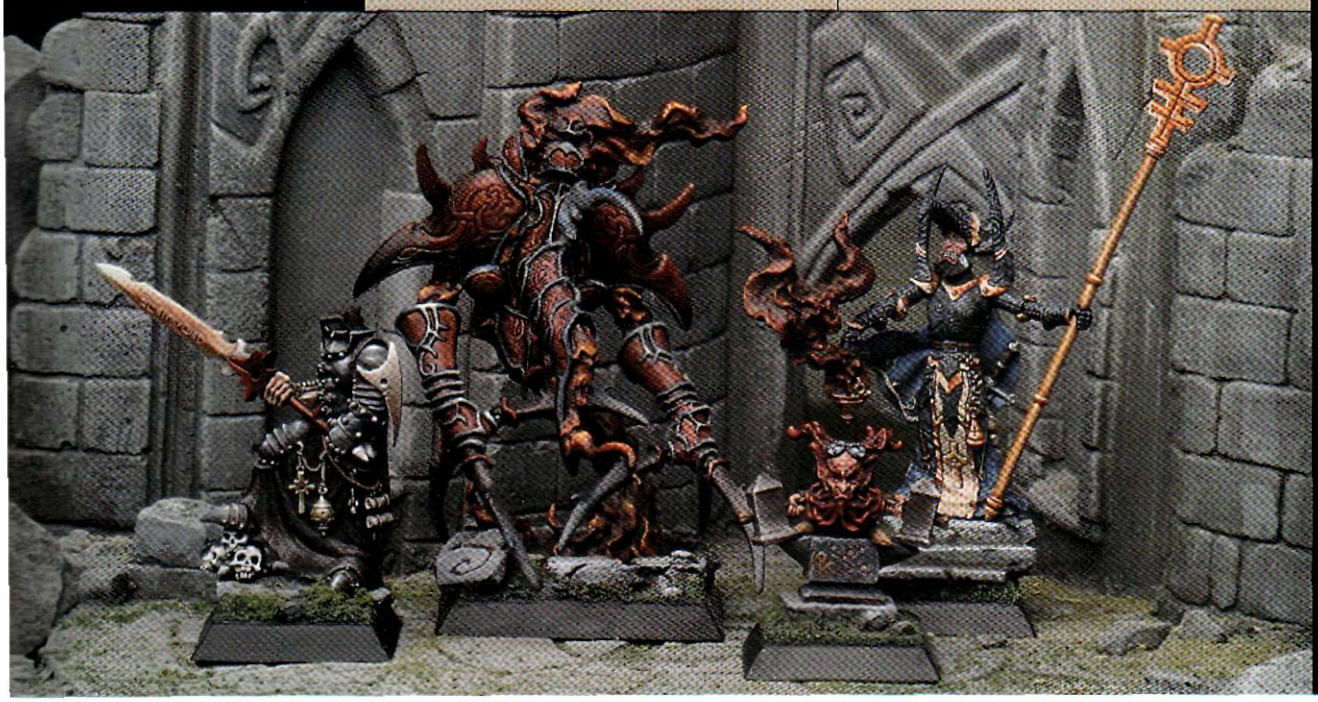
The "Sequence," "War fury," "Master strike," "Counter-attack" and "Feint" abilities alter the course of the combats as normally required by the rules.

The "Regeneration/X" ability can be used at the end of a fray. Once this has been done, the fray's outcome is determined.

2.4.9 MANA RECOVERY PHASE

During this last phase of the round, magicians can renew their magic potential by recovering mana gems.

Units in a state of "Control" return to a state of "Valour" at the end of this phase.



AYE, SIR!

During a game round the Units' actions are determined through the attribution of Orders. These Orders are represented by counters. There are two families of Order counters – **actions** and **reactions** – that are distinguishable thanks to different colours.

Phase 3 is that of attribution of Orders. This is a crucial phase. It is therefore necessary to define three different terms so as to understand how Orders are used.

1. The attribution of an Order represents the intention to have a Unit act in such or such a way. Attributing an Order means placing the counter representing the chosen Order next to the Unit. The counters are placed double-blindly, meaning face down so that the players don't know what their opponent has planned.

2. When a player decides to activate one of his Units, he reveals the Order attributed to it. The Order's revelation confirms the intention to have the Unit act in such or such a way. However, the revealing of an Order can cause certain effects before it has even been carried out (an Order can, for example, be cancelled or can trigger a reaction by the opponent).

3. After it has been revealed, if all the required conditions are met, the Order is carried out. This means that the Unit acts in accordance with the Order it has been given.

[3.1] NUMBER OF ORDERS

An army doesn't necessarily have the same number of Orders available in each round. This tactical potential depends greatly on the army's Commander-in-Chief's Discipline/DIS rate and rank as well as on the presence of other commanders (including Leaders).

There are **basic Orders**, which are bound to the presence of fighters with the "Leadership/X" ability, and **additional Orders**, which depend on the final result of the Tactical Roll made using the Commander-in-Chief's Discipline/DIS rate.

3.1.1 BASIC ORDERS

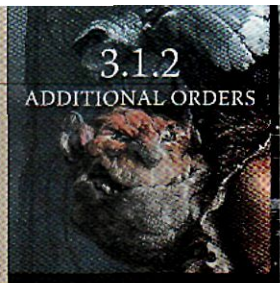
A Unit accompanied by a commander or within a commander's leadership range always has the right to a basic Order during the Order attribution phase. Thus, all Units with a Leader have the right to a basic Order.

REMINDER
A commander only transmits his leadership to Units of rank category equal or inferior to his. So a commander of rank category 1 does not let a Unit of rank category 2 be given a basic Order.

3.1.2 ADDITIONAL ORDERS

In addition to the basic Orders bound to commanders, at the beginning of every round each player gets a certain number of additional Orders that he can then attribute to his Units. These Orders are acquired thanks to the Tactical Roll.

The *Order Attribution Table* indicates the number of additional Orders a player has at his disposal depending on his Commander-in-Chief's rank or on that of his substitute if he was killed (see further) and on the final result of his Tactical Roll.



EXAMPLE

Arkhos is a commander of the Temple (Griffin). He is chosen to be Commander-in-Chief by a Griffin player facing a horde of Sessairs commanded by Gwenlaen the Ever-Proud. On the Tactical Roll the Griffin player gets a result of ⚁, which is added to Arkhos's Discipline (DIS 9) to give a final result of 13. Arkhos's rank is Elite (category 2). He therefore has four additional Orders available in this round. Gwenlaen the Ever-Proud (DIS 4) forms a war-staff with a totem-bearer and a Fianna musician. Her Discipline/DIS is 6 since she benefits from a bonus in Discipline thanks to her war-staff. The Sessairs player gets a ⚂ on his Tactical Roll, which gives him a final result of 8. Being a Veteran, Gwenlaen is part of rank category 1, so the Sessairs player gets 2 additional Orders in this round. If the Griffin Commander-in-Chief knows to take advantage of his warriors' discipline without succumbing to the Kelts' fury, he will be victorious without much trouble...

ADDITIONAL ORDERS TABLE

TACTICAL ROLL RESULT	RANK CATEGORY 1	2	3	4
⚀	-	1	2	3
1 to 5	1	2	3	4
6 to 10	2	3	4	5
11 to 15	3	4	5	6
16 to 20	4	5	6	7
21 and more	5	6	7	8

The additional Orders can be attributed to any Unit, including Units of Allies and Mercenaries (see box), whatever its position on the battlefield and the distance separating it from the Commander-in-Chief may be.

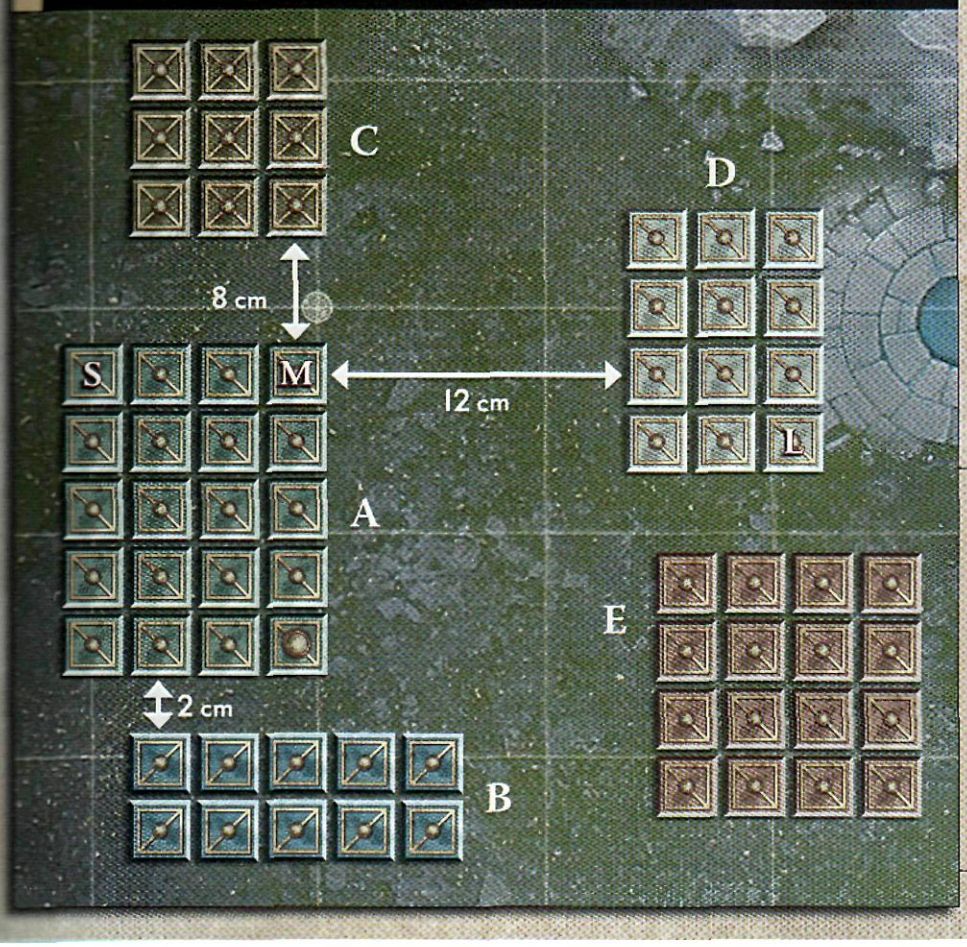
3•A
ALLIES AND MERCENARIES

In no way can Allied fighters benefit from the leadership of Characters, Leaders and war-staffs of the army with which they are allied, neither to benefit from their Courage/COU or FEAR and Discipline/DIS rates, nor to receive basic Orders (see Orders). Inversely, the fighters of the people that makes up the majority of the army (in A.P.) cannot either benefit from the leadership of their Allies' commanders and war-staffs.

Mercenaries are subject to the same rule when they are fighting in an army that isn't of their people.

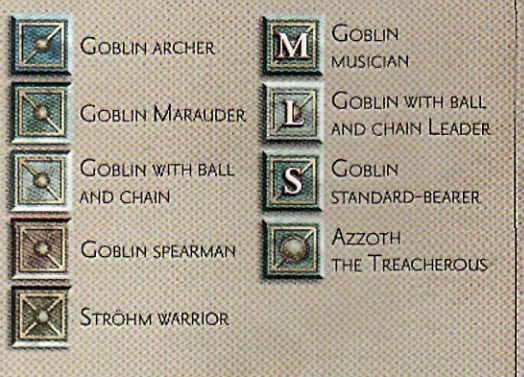
Allies and Mercenaries can, however, receive additional Orders (see Orders) like any other Unit.

3•B BASIC ORDERS



A war-staff formed by Azzoth the Treacherous, a goblin musician and a goblin standard-bearer accompanies a Unit of goblin marauders (A).

- The goblin marauders (Unit A) therefore have a basic Order.
- The goblin archers (Unit B) are within the war-staff's leadership range. It also being of rank category 1, this Unit also gets a basic Order.
- The Ströhm warriors (Unit C) are within the war-staff's leadership range but because this Unit is also of rank category 2, it cannot benefit from a basic Order given by the war-staff.
- The goblins with ball and chains (Unit D) are too far from the war-staff but they have a Leader. Their Unit therefore gets a basic Order. However, the Leader only has Leadership/0.
- The goblin spearmen (Unit E), though they are close to the Leader, do not get a basic Order.



[3.2]
ORDER ATTRIBUTION

Most Orders represent the actions that will be carried out by a Unit during the movement phase. The exceptions are rapid actions (including the "Rapid fire" Order).

During this phase every player attributes action or reaction Orders (see further) to his Units.

First of all, every Unit with a commander in its ranks or which is within the leadership range of a commander of a rank superior to its own must receive a basic Order. Once all basic Orders have been attributed, each player can give additional Orders that were gained thanks to the Discipline/DIS of its Commander-in-Chief during the Tactical Roll. Any friendly Unit, no matter its rank or its position in relation to the Commander-in-Chief, can receive additional Orders.

A same Unit cannot receive more than two Orders in the same round (apart from exceptions bound to an ability, a spell, a miracle or a particular aptitude). Giving a Unit two Orders is often decisive for its gives it the choice between two possibilities when it has to act.

All Orders must be attributed by placing the Order counter or counters face down next to the concerned Unit.

For them to be applied, some Orders need a roll of the dice to be made for the concerned Unit (see further). This test is made once the Order counter has been turned over and the Order has thus been revealed.

Once the players have finished attributing their Orders, these are revealed and carried out in the phases to follow depending on their type. It is nevertheless good to already get to know the Orders there are (actions and reactions) and the special cases engendered by the other rules of *Rag'Narok*.

[3.3]
ACTIONS AND REACTIONS

There are two types of Orders: action Orders and reaction Orders. Some require a characteristic test to be made for them to be carried out. All can be combined with a manoeuvre (quarter or half turn, reorientation of the Unit, etc.). An Order, possibly combined with a manoeuvre, defines the action the Unit is taking. (This is very often a movement.) Though Orders and manoeuvres are detailed in the section on the movement phase (since they are carried out in this phase), the Orders are presented in this chapter.

3.3.1 ACTIONS

Actions are simple Orders that don't necessarily need a Discipline Roll to be made by the Unit carrying them out. However, they can be cancelled by an opposing Order if it is carried out before.

EXAMPLE
A valiant Unit of goblins has been given a "March" Order. Before it can carry out this Order it is brutally charged by a Unit of Griffin spearmen. The "March" counter is then ignored.

The actions available are:

Immobile: The Unit remains in its current position but it can make a manoeuvre.

March: The Unit moves by MOV cm and can make a manoeuvre.

Run: The Unit can move up to 2 x MOV cm and can make a manoeuvre.

Charge: The Unit rushes at an enemy, possibly while making a manoeuvre, in order to provoke a fight.

Fire: The Unit remains in its position but can manoeuvre before firing at an enemy Unit.

Rapid fire (which is carried out before the other Orders): The Unit remains in its position but can manoeuvre before firing at an enemy Unit.

Move and fire: The Unit moves MOV cm, possibly while making a manoeuvre, and fires at an enemy Unit.

Disengage (which can be combined with other Orders such as Move and fire): The Unit that was involved in a fray in the previous round attempts to pull out of it in order to move.

PLEASE NOTE
Any movement or manoeuvre combined with firing causes an increase in the shot's difficulty (see Firing).

EXAMPLE
Let's take the previous situation except that this time the Unit of goblins has been given two Orders: March and Counter-charge. Before it could carry out its "March" Order it is charged by the Unit of Griffin spearmen. So the Goblin player reveals his Counter-charge. He must pass an Initiative test with a difficulty of 6 in order to launch the goblins' counter-charge. If this test is passed, then the two Units rush at each other. If this test is failed, then the goblins suffer the Griffin spearmen's charge without having the time to react.

3.3.2 REACTIONS

Reactions only go into effect under certain conditions and are almost always subjected to a test.

The reactions available are:

Charge reception: The Unit being targeted by a Charge (enemy action) lets its opponent approach with the hope of taking the advantage in the fray to come.

Counter-charge: The Unit that is the target of a charge (enemy action) tries to thwart its opponent.

Retreat: The Unit moves back from an enemy charge.

Flee: The Unit moves back quickly from an enemy charge.

Pursuit: The Unit attempts to thwart an opponent who is trying to flee a fray in which they were both engaged in the previous round.

3.3.3 SPECIAL CASES

3.3.3.1 Orders of Independents

When an Independent is part of a Unit, he generally executes the same Orders as the Unit does. Yet he has the possibility to act differently.

Leaving a Unit: When a Unit carries out one of the following Orders...

- Immobile
- March
- Run
- Charge
- Counter-charge

... then Independents can execute one of the following Orders as a replacement:

- Immobile
- March
- Run
- Charge
- Counter-charge.

Such a choice implies that the Independent leaves his Unit and that he is now a Unit on his own.

When their Unit is involved in a fray, Independents who are part of it can choose to disengage. They must then make a separate disengagement test (see Disengagement).

3.3.3.2 Orders of magicians and the faithful

Magicians and the faithful who act within a Unit are subjected to the same Orders as it is. Yet they don't need to receive a particular Order for them to use their respective powers.

A magician or a faithful accompanying a Unit of marksmen can also choose to ignore any Order to fire that would prevent him from using magic or the power of faith. The rest of the Unit can then fire while the magician or the faithful concentrates on his mystical talents.

3.3.3.3 No Order

If a Unit cannot receive an Order, an "Immobile" Order counter must still be placed face up next to it. This counter is free and is not counted in the number of Orders the player has.

3.3.3.4 First firing and incantation phase (Phase 4)

Only "Rapid fire" Orders can be revealed and carried out during this phase. The players who wish to have one or several of their Units use Rapid fire must reveal the corresponding Orders starting with the one who lost the Tactical Roll. Once all "Rapid fire" Orders have been revealed, they are carried out following the decreasing Order of Initiative/INI rates (see Firing phases).

3.3.3.5 Orders in a fray

Units involved in a fray must also receive an Order for they are always counted in each camp's number of Units.

A Unit can therefore stay in a fray ("Immobile" Order) or disengage from it ("Disengage" Order).

A Unit involved in a fray can also be given a "Pursuit" Order. This is a reaction that is activated only if all enemy fighters touching this Unit manage to disengage.

FIRE!

There are two Firing phases in *Rag'Narok*. The first firing phase takes place right before the movement phase. Only Units that received "Rapid fire" Orders can fire during this phase. The second firing phase takes place after the movement phase. Units that were given normal "Fire" or "Move and fire" Orders can fire during this phase. Furthermore, a fighter with the "Harassment" ability can carry out a "Move and fire" Order during phase 4. He can fire once and move before and/or afterwards (see Abilities).

The generalities that follow apply to firing during these two phases: Phases 4 and 7.

[4.1] WHO CAN FIRE?

A Unit can only fire at targets standing within a 90° angle in front of it. In order to fire, a fighter must have a line of sight onto his target.

- **In close formation** the fighters in the first two ranks of the Unit can fire.
- **In scattered formation** the fighters in the first three ranks of the Unit can fire.

The miniatures in the second and third rank that can fire are considered to have the same line of sight as those in the front rank.

The members of a Unit involved in a fray cannot fire, even if they aren't touching an opponent themselves.

A Unit of marksmen can reorient itself (see Manoeuvres) by a quarter-turn before firing unless obeying a "Rapid Fire" Order. To reorient by more than a quarter-turn before firing a Unit must make a half-turn. A Unit can reorient itself even if it hasn't received an Order that causes it to move. This nevertheless counts as a movement and causes a penalty of +1 on the Aim test's difficulty.

[4•A] RAPID FIRE

The Unit does not move and can fire during the first firing and incantation phase. The Aim test's difficulty is increased by 2 points.

The "Rapid Fire" Orders are the only ones that are revealed and carried out before the movement phase.

Test : None.

A Unit using Rapid Fire cannot make an attack in hand-to-hand combat in the same round, not even using the "Ambidextrous" ability or a counter-attack (see Hand-to-hand combat).

A Unit obeying a "Rapid Fire" Order reveals and executes this Order during the first firing and incantation phase.

If opposing Units both reveal a "Rapid Fire" Order, the order they are carried out in doesn't follow the usual Order activation rules. All Units that will use rapid fire must reveal their Order, beginning with those of the player who lost the Tactical Roll. The Units then make their shots following the decreasing order of

ATMOSPHERIC CONDITIONS

To add a touch of realism to a battle, one can have the weather's whims intervene in the game. To do so, one of the players rolls 1d6 to determine each of the weather's parameters, which are wind and rain. This test must be made at the beginning of every round.

Wind

The wind's force mainly influences the precision of firing. The following modifiers are applied to the difficulty of firing depending on the wind's force.

- Calm: 0
- Breeze: +1
- Gale: +2

When the wind is very strong the Orders given by commanders have a tendency to be blown away. If there is a gale, then all DIS rates are reduced by one point. The Living-dead's Dark Stranglehold is not affected by wind.

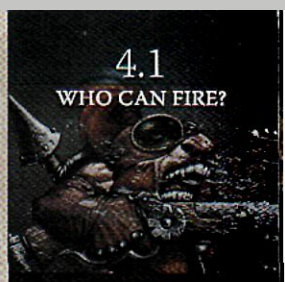
Rain

Rain also modifies the marksmen's chances of hitting their target. The following modifiers are applied to the difficulty of firing.

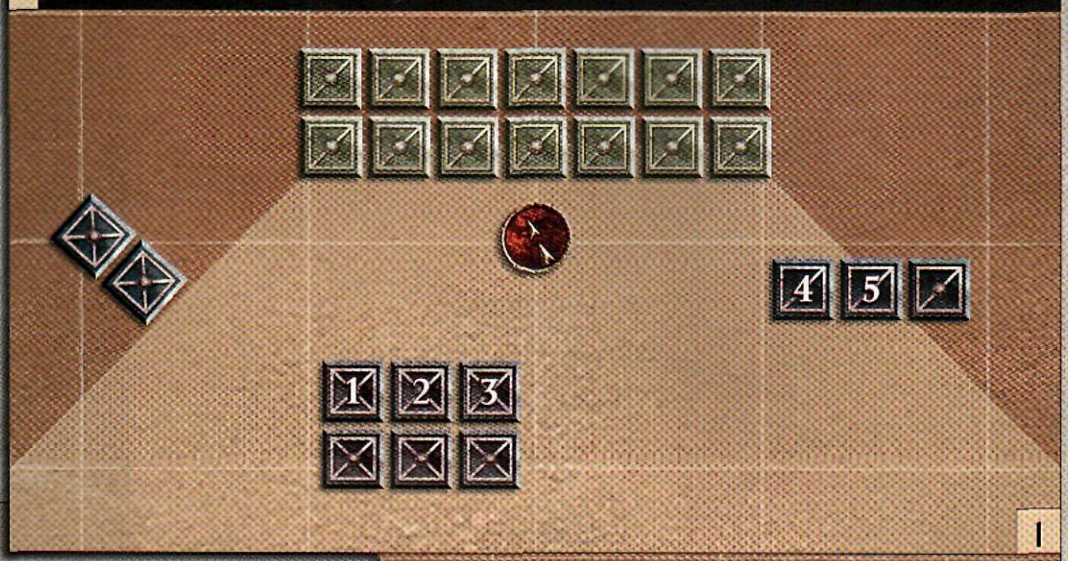
- Dry weather: 0
- Rain: +1
- Storm: +2

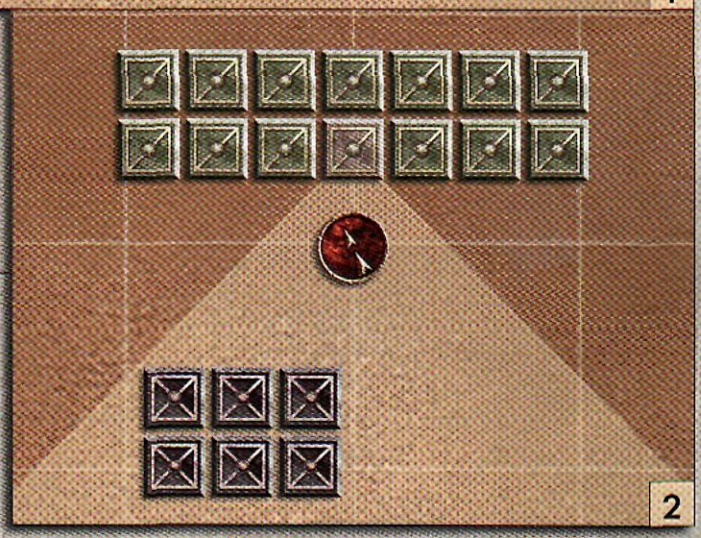
These modifiers can be cumulated with those due to wind.

Bad weather also soaks the ground and disturbs flying creatures when moving through the air. If it rains, all MOV rates (ground and flying) are reduced by one point. This penalty also applies during a storm, and, in addition, all fighters who wish to move from one altitude level to another must pass a test of Strength with a difficulty of 8. If he fails this test, the fighter does not manage to change levels but still suffers the movement penalty bound to changing altitude levels.



4•B FIELD OF FIRE





The field of vision taken into account when firing is that of the Unit and not of each individual marksman.

1. Only miniatures 1 to 5 can be targeted by the orcs with crossbows (Unit A). The others are either outside of the field of fire or are hidden by other fighters.
2. If an Independent is capable of actions from a distance (projectile weapons and also spells and miracles), then his own field of vision is the one used.

[4.2]
FIRING AT WHO?

A player must select a target for every Unit he has given a firing Order to, beginning with the one with the lowest INI. If several Units of marksmen of a same army have the same INI, then the target selection order is left up to the player controlling them. If several Units of marksmen of opposing armies have the same INI, then the player who won the Tactical Roll at the beginning of the round selects his targets first.

These selections are made at the beginning of the phase during which the fighters will fire (therefore depending on the Order given).

4.2.1 CHOICE OF TARGETED UNITS

A Unit of marksmen can be ordered to divide its shots in order to target several Units. The player must then announce how his shots are divided between the various Units before making his first Aim test.

4.2.2 CHOICE OF TARGETS WITHIN A SAME UNIT

Only miniatures onto which the marksmen have a line of sight can be targeted.

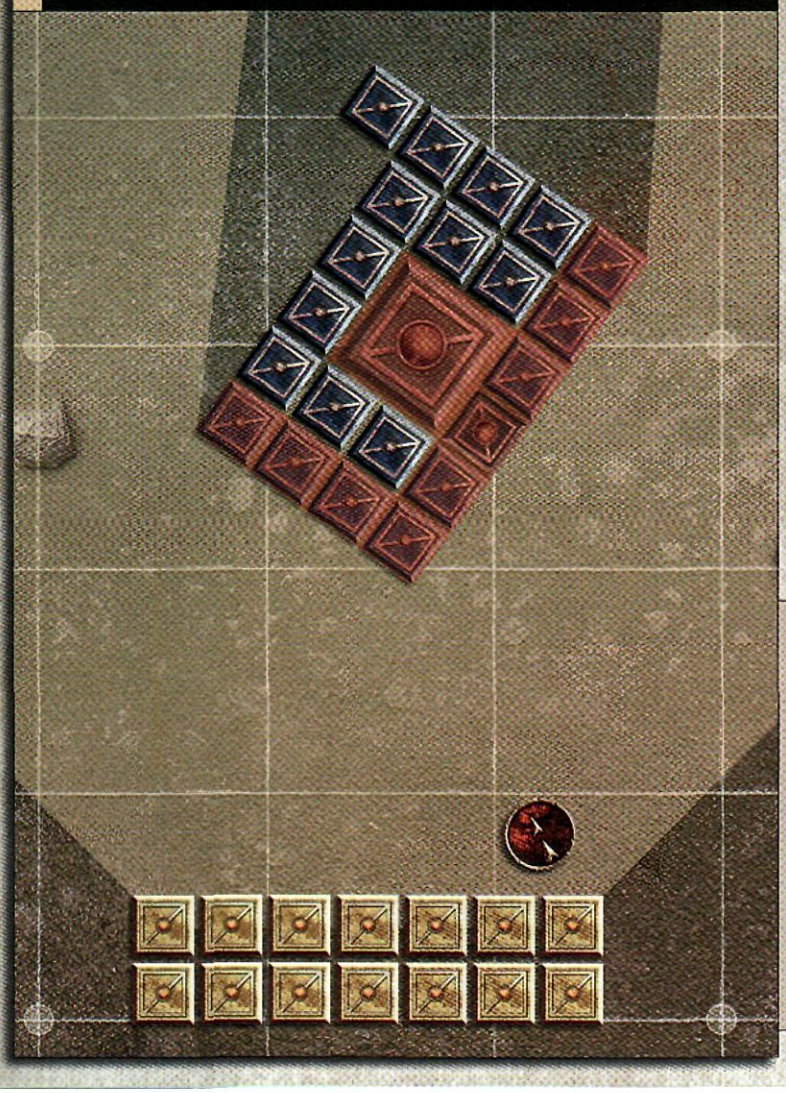
If Independents are among the potential targets, the player making the shot must announce, before making his Aim tests, how he divides his shots between the troops and the Independents.

4.2.3 FLYING UNITS

A Unit can fire at targets that are located at its level or a level directly above or below the one it is at. It is not possible to fire at the ground (level 0) from level 2 and vice versa. The distance between the marksman and his target is measured on the ground from the marksman's base (or the counter representing him) to the target's base (or the counter representing it).

When a Unit targets a miniature at a different level than its own, then the shot's difficulty increases by two points.

4•C CHOICE OF TARGETS



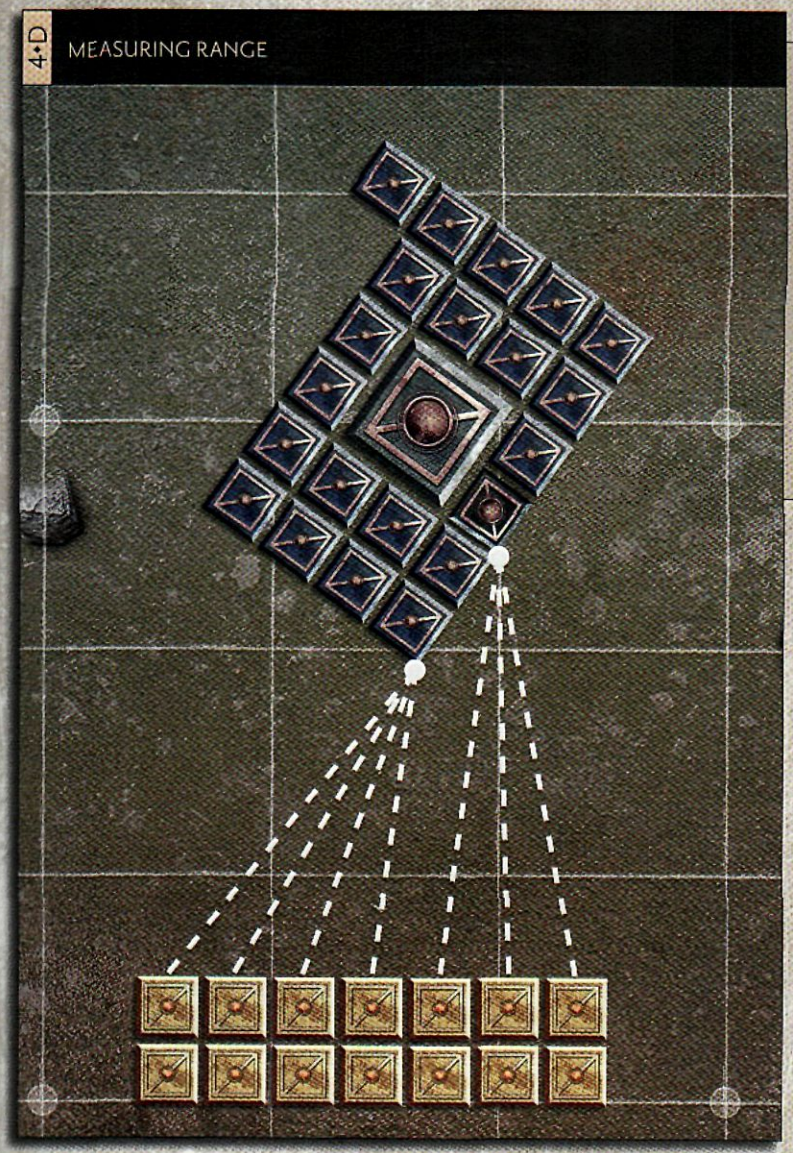
Fourteen Griffin fusiliers target twenty morbid puppets accompanied by a quaestor of Acheron and the Almighty Crâne. They have a line of sight onto eight of the morbid puppets and the quaestor, who are at the front and the right flank of their Unit. The Almighty Crâne is behind the morbid puppets, but being of Large Size he can nevertheless be targeted since the miniatures around him are of smaller Size. If the Griffin player decides to fire at the Almighty Crâne, then two modifiers must be applied:

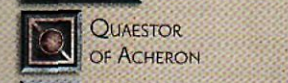
- +1 on the shot's difficulty because the target is only partially visible.
- -1 on the shot's difficulty because the target is of Large Size.

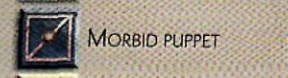
These two modifiers cancel each other out, so the marksmen suffer neither a bonus nor a penalty. However, the Griffin player knows the Almighty Crâne's extraordinary resilience and faculty to regenerate, and therefore decides to assign his fourteen shots in the following way:

- Three aimed at the quaestor;
- Eleven aimed at the morbid puppets.

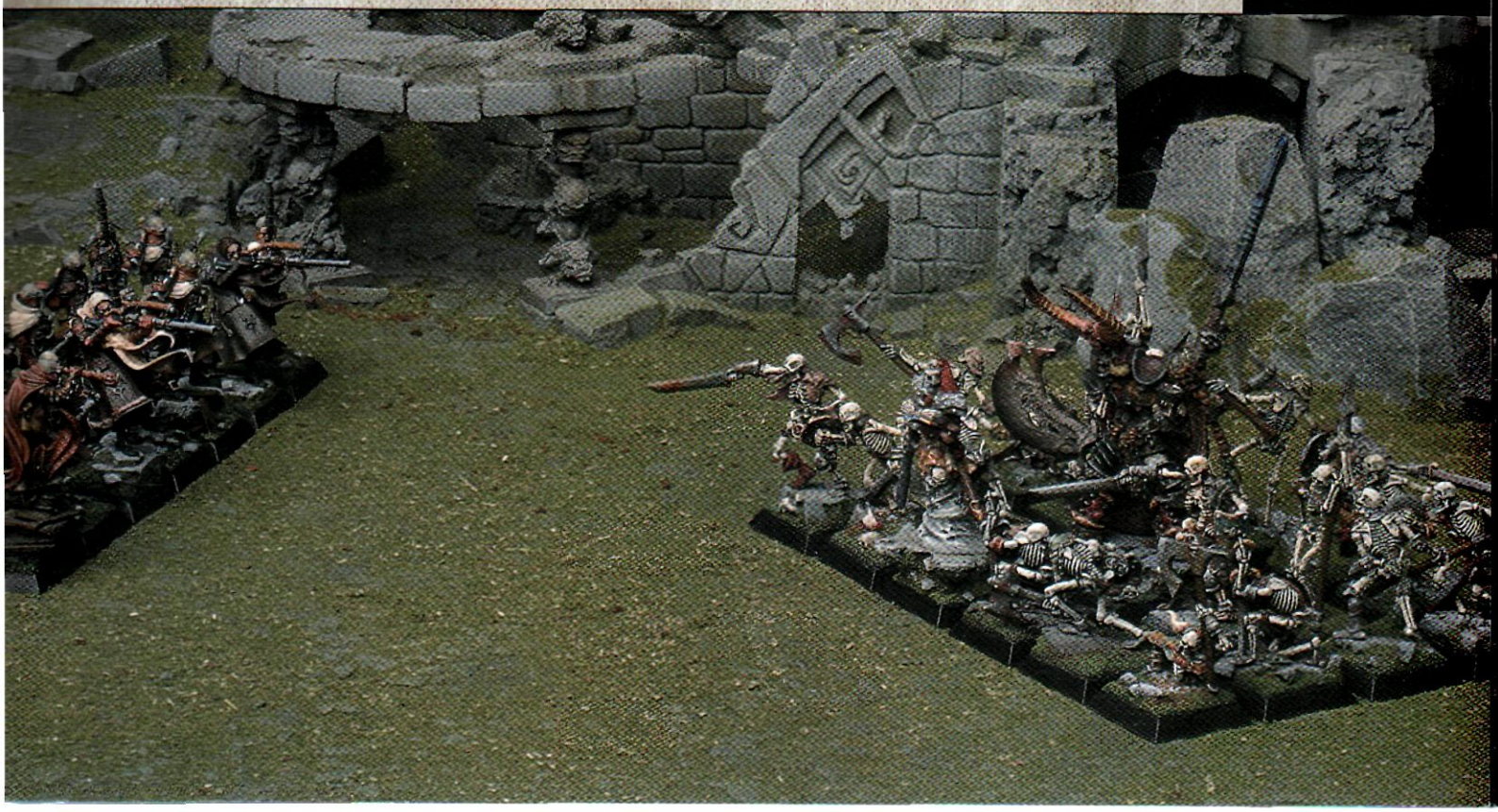
4·D MEASURING RANGE







The three fusiliers targeting the quaestor measure their range according to the latter's base. The eleven other fusiliers measure their range according to the nearest morbid puppet, meaning the one numbered 1.



All miniatures in a flying Unit can fire, no matter their position in the Unit and the level their target is at. All miniatures in a flying Unit can be hit when targeted, even if the marksmen are at a level above or below theirs. And finally, all miniatures in a Unit on the ground can be hit when they are targeted by marksmen located at level 1.

Spells and miracles are also subject to these rules.

[4.3] FIRING RESOLUTION

Once the targets have been chosen, the Units take turns firing starting with the Unit with the highest INI and then in decreasing order.

If opposing Units have the same INI, the player who won the Tactical Roll decides in which order the Units fire.

4.3.1 RANGE AND DIFFICULTY

The distance separating every marksman from the closest member of the targeted Unit must then be measured.

If an Independent is targeted, then every marksman targeting him must measure the shot's range from his base.

This distance allows it to be determined if the marksmen are close enough to the target and if yes, at what range they are.

The Aim test's difficulty depends on this range. There are three firing ranges: Short, Medium and Long. These distances are expressed in centimetres and vary depending on the weapon being used and on the trooper handling it.

A projectile weapon's firing ranges are printed on the marksman's reference card: Short-Medium-Long.

RANGE	AIM ROLL DIFFICULTY
Short	4
Medium	7
Long	10

Various penalties can modify the Aim test's difficulty:

- The marksmen have carried out a "Move and fire" Order in the same round: +1
- The target is only partially visible: +1
- The target is in scattered formation or is moving as a detachment: +1
- The target is of Large size or bigger: -1
- The marksmen have manoeuvred while they were obeying an "Immobile" Order: +1
- The target is at a different altitude level than the marksman or marksmen: +2

The player must make an Aim test for every miniature that can fire.

4.3.2 FIRING INTO A FRAY

It is possible to fire into a fray... at the risk of hitting one's own fighters. To fire into a fray the player must select a specific target for every one of his marksmen. They must have a line of sight onto their target; if not, the shot is impossible. When a fighter fires into a fray, the test's difficulty is increased by a range. This means that a short range is considered to be a medium range and a medium range is considered to be a long range. It is impossible to fire into a fray if the marksmen are already at long range.

EXAMPLE

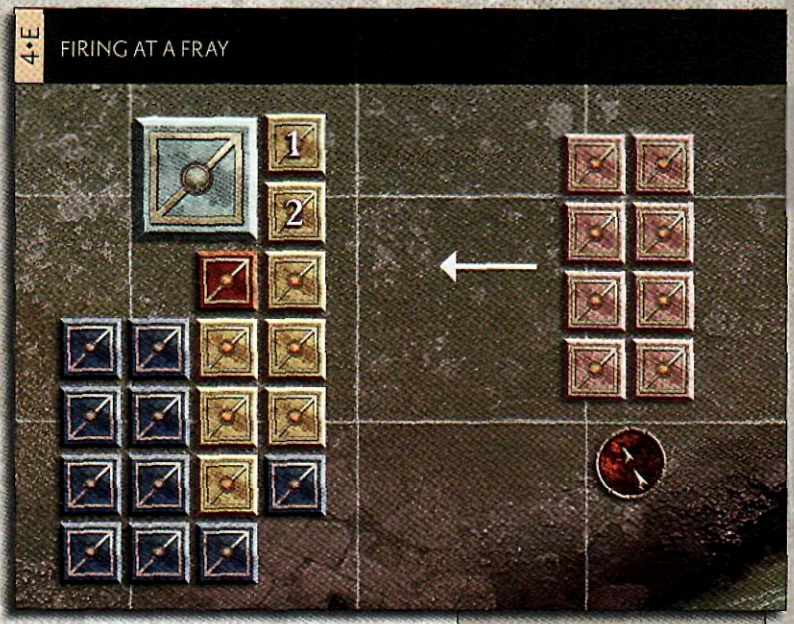
Fourteen Griffin fusiliers (AIM 3) are getting ready to fire at a quaestor of Acheron and morbid puppets. Their long rifle's ranges are: 25-50-75. Three of the Griffin fusiliers target the quaestor and fire first. All three of them are standing 47 cm from their target, which is equal to a medium range. The Aim tests' difficulty is therefore 7. The fusiliers are obeying a "Fire" Order. Their target is of Normal size, isn't partially hidden and isn't a Detachment. So no modifier is applied that increases or reduces the difficulty of these tests. With their AIM rate of 3 the fusiliers must get a result of ⚅ or more on their die rolls to equal the difficulty of 7 and thus hit the quaestor of Acheron. The Griffin player rolls 3d6 and gets a ⚁, a ⚅ and a ⚄. Two out of three shots therefore hit their target. The eleven remaining Griffin fusiliers now fire at the morbid puppets. Of the eleven, six of them are standing less than 50 cm from their target and the five others are at more than 50 cm. So the first six are within medium range and the others are within long range. Two separate tests must be made. For the six within medium range the test's difficulty is equal to 7 without any modifiers. Like for the three preceding ones, the Griffin player must roll a ⚅ or more to hit his targets. He rolls 6d6 and three of them reach the level needed.

(continued in next column)

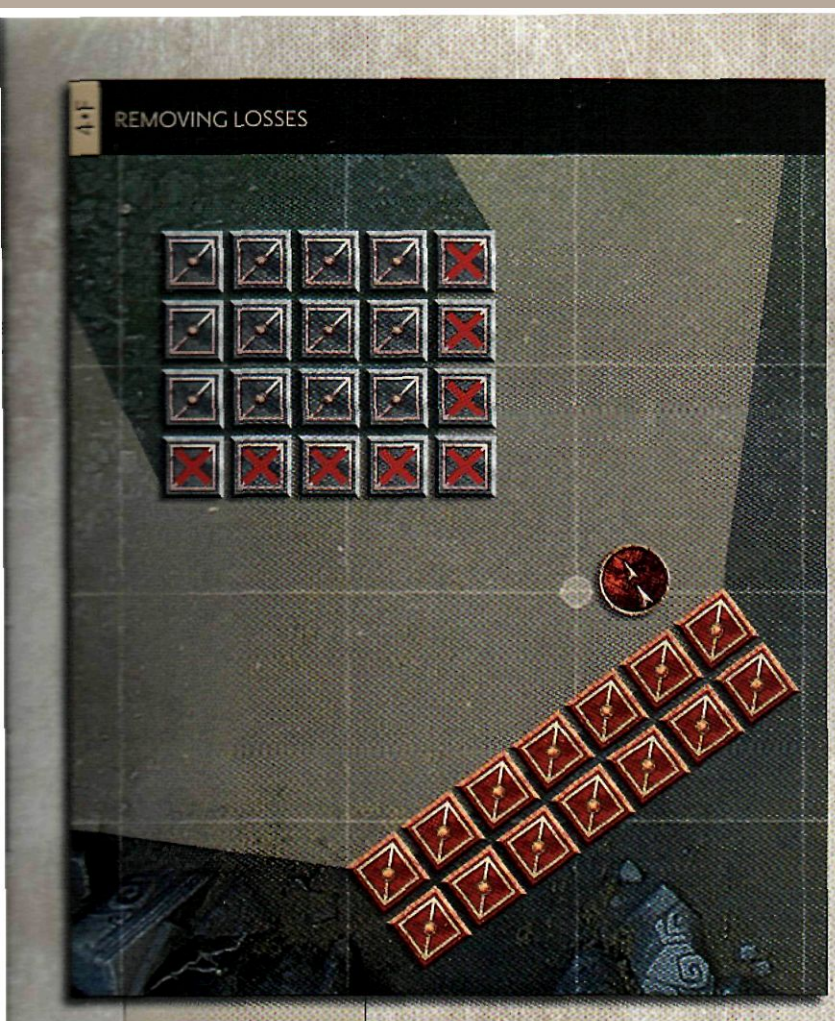
EXAMPLE *(continued)*

For the five fusiliers within long range the Griffin player must equal or surpass a difficulty of 10. He therefore needs a result of ⚅ on his die roll, which he would roll again while hoping to get at least a ⚂ (since a ⚀ remains an automatic failure!). So he rolls 5d6 and gets two ⚅. He rolls them again and gets a ⚀ and a ⚂. The result of ⚁ should normally be enough to get the result of 10 needed (3+6+1=10), but a result of ⚀ is an automatic failure, even after having re-rolled a 6. So only the result of ⚂ indicates that the marksman hit his target. The final results of this firing phase: the quaestor of Acheron is hit by two bullets and four others hit the morbid puppets.

4•E FIRING AT A FRAY



Eight templars of the Inquisition and an inquisitor are in a fray against ten Ströhm warriors and a war troll. Eight fusiliers target the troll despite the presence of the templars. Merin will guide their bullets! Of their eight shots, three are successful and hit the troll. Of the five failed ones, one of the results is a ⚀. One of the Griffin soldiers in contact with the troll is therefore hit. Two templars and the inquisitor are in base-to-base contact with the troll, so the one who is hit must be determined at random. The Griffin player rolls a die: on a result of ⚀ or ⚁ the first templar is hit, on a ⚂ or ⚅ it's the second one, and on a ⚄ or ⚆ it is the inquisitor. The result is a ⚄.



Fourteen Griffin fusiliers are targeting twenty morbid puppets. They have a line of sight onto the eight marked with a cross. At the end of the firing phase twelve projectiles have hit their target and ten Wounds have been inflicted. In spite of this, only eight of the puppets originally targeted are removed. The two last shots are ignored.

Furthermore, if the marksman gets a result of [•] on his Aim test (before the application of any modifiers), he hits a fighter in his own camp among those touching his initial target.

- If **several fighters of the marksman's camp are touching his target**, randomly determine which one is hit without taking into account their sizes.
- If **no fighter of the marksman's camp is touching his target**, then a result of [•] has no effect.

If a Unit suffers Wounds due to firing into a fray, all losses are immediately removed from the battlefield by the player controlling the marksmen. Moreover, all Wounds thus caused (excepting those that have been regenerated) are taken into account when determining the victor at the battle's outcome (even if they were inflicted by marksmen of their own camp).

[4.4] SHOT WOUNDS

For every successful shot the player rolls 1d6 and uses the *Wound Table* to determine its effect (see p.20).

The player inflicting Wounds onto miniatures of Large or Very Large Size distributes them as he wishes among the targets available. He can thus choose to affect a miniature that is already wounded if he wishes.

4.4.1 WOUNDING ONE'S OWN TROOPS

If for any reason (after-effects of a spell or miracle, Dislocation of a ritual, firing into a fray, defective equipment, etc.) a player is forced to make a Damage Roll against a fighter of his own camp, he must always re-roll results of [⁞⁞]. This is a universal law: whatever can get worse will get worse!

4.4.2 REMOVING LOSSES

When a Unit suffers losses, the choice of the miniatures to be removed is made by the player who caused these losses. However, these losses can only be chosen among the miniatures onto which the marksmen had a line of sight when firing. Any additional Wounds are lost!

[4.5] ROUT CAUSED BY FIRING

If during one of the firing and incantation phases a Unit loses more than half its numbers that it had at the beginning of the round, it must immediately make a Courage test of a difficulty equal to the number of losses it has just suffered.

A Unit already involved in a fray does not have to do this test since the losses suffered during the firing phase will be counted in the battle's outcome.

If this Courage test is failed, the Unit is immediately considered to be in Rout. If it is not involved in a fray and its Order for this round hasn't been carried out yet, it automatically Flees (see States p.21).

Fighters who inspire fear (excepting the Living-dead and Constructs) must also make this test. In this case their Courage/COU value is equal to their FEAR value.

INCANTATION

Fighters with on their reference card are called magicians (or sometimes Warrior-mages). The latter can act during the two firing and incantation phases. This chapter covers the principles of the magic that animates Aarklash as well as the rules representing them in *Rag'Narok*. It does not have to be read before playing a first game. Indeed, only some parts of the rules concerning Orders, movement, firing and hand-to-hand combat may be necessary to allow Incantation to be integrated smoothly.

Certain magicians known as Warrior-mages (see Abilities) are the only ones who know how to combine the arcana of magic with the science of combat.

[5.1]
THE ELEMENTS

Every Element is symbolised on the spell cards by a mana gem.

Water is elusive, unpredictable and often excessive. It is opposite to Fire, which is destructive and insatiable yet purifying.

Earth, the principle of fertility, is stable yet malleable. It is opposite to Air, which is quick and intangible.

Light, the symbol of harmony and purity, is beneficial but austere. It is opposite to Darkness, which is unpredictable, harmful, and yet so very attractive...

Light, pure and mysterious, is only opposite to Darkness. Darkness, because of its corrupting nature, is opposite to all other Elements, including itself, and all other Elements are opposite to it.

[5.2]
THE PATHS OF MAGIC

There is one Element that a magician always masters: the **primary domain** of his people. On the other hand some Elements are prohibited. Though some exceptions are possible, magicians cannot or refuse to study this or these Elements. Every people follows one or several paths of magic. The principal ones are described below, yet others, just as impressive, remain to be discovered...

[5.3]
ORDERS AND MAGICIANS

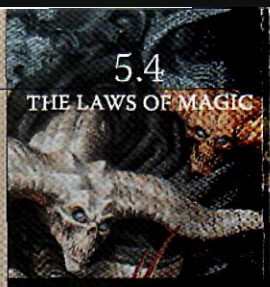
Incantations are made during the two firing phases (4 & 7). Some spells, however, can or must be cast during a different phase (during the movement phase, for example). In this case the text on the spell card takes precedence over the normal rules.

The magician with the highest INI acts first. If several warriors in the same camp have the same INI, then their shots and incantations are considered to be simultaneous, meaning that they act at the same time. In case of equal Initiative in enemy camps, the player who won the Tactical Roll acts first.

Magicians acting within a Unit are subject to the same Orders as the Unit they are part of.

Yet they do not have to receive any specific Order to make use of their magic.

A magician accompanying a Unit of marksmen can also choose to ignore any firing Order that prevents him from using magic. The rest of the Unit can then fire while the magician concentrates on his magical talents.



[5.4]
THE LAWS OF MAGIC

When raising their armies, the players choose which spells they give each magician. The spells must be specifically attributed to each one of them. Spells are described on cards following a format presented in the Appendices. To be used, a spell requires mana to be drawn from the reserve of the magician proceeding with the incantation. The type and amount of mana gems needed for a spell are described on its card. These mana gems are represented by gem counters to allow the players to keep track of their magicians' mana reserves. A magician can only cast spells that use the Element or Elements he masters. Likewise, if a spell does not belong to one of the magician's paths of magic, then he cannot master this spell.

In some cases a spell does not require any particular Element. The gem is then replaced by a symbol of neutrality. If such a spell needs several gems in order to be cast, then the player can freely combine gems of several Elements to do so.

Magicians can have as many spells as they wish, as long as the total Magic Intensity of their spells does not exceed their Intensity Potential (POW x 2), except for the Warrior-mages who are limited to POW x 1. In a same round they can cast a spell as often as allowed by its Frequency as indicated on the spell card.

5•B
THE INFLUENCE OF FEAR

Magicians can continue using magic normally, even when they are affected by fear, unless they are in a state of "Rout." A magician who has fled at twice his Movement rate obviously cannot cast spells (unless he is a Warrior-mage!).

During a battle, two magicians of a same army cannot swap spell cards, though they can *have* the same spell.

Spells and magic objects have a cost (in A.P.). This is added to the magician's overall cost.

In case of exceptions to these rules, the indications on the card take precedence over the general rules.

Incantation requires total concentration. In the same round, it is impossible for a magician to cast a spell and:

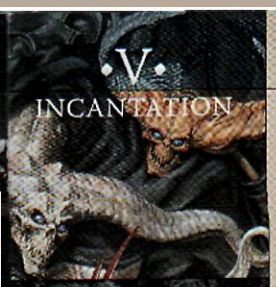
- Fire.
- Move a distance greater than his Movement rate. This last point does not concern spells and magic objects that influence this rate.

Warrior-mages are not affected by these two restrictions.

5•A ELEMENTAL CORRESPONDENCE

PEOPLES	ELEMENTS						MAGICIANS PATHS OF PREDILECTION
Akkyshan Elves	X	●		X			Unknown
Daïkinee Elves		X		X		●	Unknown
Devourers of Vile-Tis					X	●	Howls
Cynwalls Dragons Elves	●	X					Solaris
Goblins of No-Dan-Kar			●				Sorcery
Griffins of Akkylannie			X		●		Theugy
Druns Kelts	X		●	●	●	●	Shamanism
Sessairs Kelts	X	X	●	●	●	●	Shamanism
Lions of Alahan	●	X					Hermetism
Living-dead of Acheron	X	●				X	Necromancy
Dwarves of Mid-Nor	X	●	X				Chthonism
Dwarves of Tir-Nâ-Bor		X			●		Tellury
Orcs of Bran-Ô-Kor	None						Instinctive Magic
Alchemists of Dirz	X	●	X				Technomancy
Wolfen of Yllia	X	X				●	Whispers

● Element of predilection
X Forbidden element



5.4.1 THE MANA RESERVE

Incantation is only the performance of a magic process that is sometimes very complex. It is the magic intensity supplied by the gems that causes the effect expected by the spell's caster. The magician draws the gems that he needs to cast a spell from his mana reserve. For each magician a reserve holding a number of gems is set up at the beginning of the game. If he masters several Elements, he can choose gems from the Elements he wants.

A magician can only use gems of the Elements he masters.

A magician begins the game with an amount of gems equal to his POW. When attempting a mana recovery, it can happen that the amount of gems recovered exceeds the initial quantity. In no way can the total number of gems in a magician's reserve exceed 2 x POW.

Magicians cannot swap their mana.

5.4.2 CASTING RESTRICTIONS

The magicians take turns casting their spells, starting with the one with the highest INI. If a magician has several spells, then he can cast them one after the other in the order chosen by the player controlling him.

For a magician to cast a spell, the player must spend the amount of gems indicated on the card describing it. These gems are removed from the mana reserve and are irrevocably spent.

Unless noted otherwise on the spell card, a magician must have a line of sight onto his target. It must also be within the spell's range.

Unless mentioned otherwise on the spell's card, a magician cannot have a same spell more than once in order to increase its Frequency.

The magician's rank determines the number of different spells he can cast in a single round, independently of the Frequency of each of the spells he uses.

EXAMPLE
Ophyr the Guardian (Wolfen shaman) is an Adept. If he has four spells, he can only use three of them in a same round. Yet he can cast them as often as their Frequency allows... if he has the mana required, of course.

5·C CASTING RESTRICTIONS

RANK	SPELLS PER ROUND
Initiate	2
Adept	3
Master	4
Virtuoso	5

5.4.3 THE INCANTATION

The magician must equal or surpass the spell's difficulty (as indicated on its card) on a Power test: the Incantation Roll. Some spells do not have a set difficulty; these are called spells of "Free" difficulty. It is up to the magician to set the difficulty in the same way as for an Attack Roll (see Hand-to-hand combat).

REMINDER
When making a Power Roll a natural result of ⚅ can always be rolled again. However, a ⚀ is always a failure, even after having re-rolled a ⚅.

To summon the might of magic amidst the fury of battle is far more complex than an incantation made within a magician's lair. The Incantation Roll can be subject to various modifiers depending on the circumstances. Before proceeding with this test, the player controlling the magician must make sure that the conditions imposed by the spell's description are met. Thus, the range of this game effect is treated in the same way as a shot's range. The player must check if his magician has the spell's target in sight and within range.

5.4.3.1 Improving one's mastery

To increase the chances of seeing one's magician's incantation crowned with success, the player can use additional gems. By doing so, he gets one additional Incantation die for every gem invested. The results of these dice are not added up, but only the best results are used for the Incantation Roll. When proceeding with the incantation, the player decides how many gems he will invest to improve his chances of success.

Some spells allow additional gems to be spent before or after the Incantation Roll to modify their effects. The consequences of this improvement are specified on the spell's card.

5.4.3.2 Rapid incantation

The magician attempts to influence the balance of destiny before a disaster happens, risking to lose everything in order to gain speed. He can then make an incantation during the first firing and incantation phase. In return, the difficulty of all his spells increases by one point until the end of the first firing and incantation phase.

PLEASE NOTE!
A magician who has proceeded with a rapid incantation can no longer fire or carry out a "Run," "Charge" or "Counter-charge" Order in the same round (unless he is a Warrior-mage!).

Rapid incantation must be announced at the very beginning of the first firing and incantation phase. Once announced, it cannot be cancelled.

5.4.3.3 Prolonged incantation

With application and concentration a magician can draw the quintessence from his gems to try to save their power. A prolonged incantation is to be announced at the very beginning of the second firing and incantation phase. As soon as this is done, the magician's

Initiative is reduced by two points when determining the order in which they fire and use incantation. The difficulty of all of this magician's Incantation Rolls is reduced by one point until the end of the round. A magician cannot cumulate the advantages of prolonged incantation several times per round. Once announced, prolonged incantation cannot be cancelled.

5.4.3.4 Successful incantation

The target must be within the spell's range or in base-to-base contact with the magician. The latter can cast the same spell only once per round onto the same target, be it successful or not. If the incantation hits a target within a Unit or a fray, there is no risk of it hitting a different miniature than the one targeted, as is the case when firing into a fray (see further). The mind is steadier than the hand!

A successful incantation's effects apply immediately. If a miniature's RES falls below 0 due to a spell's effect, it is immediately removed as a loss.

A magician can choose to refrain from casting spells during a firing and incantation phase.

5.4.4 COUNTERMAGIC

When a spell has been successfully cast, an enemy magician can attempt to cancel its effects. To use countermagic he must be within the spell's range and must be able to see where the incantation is coming from.

REMINDER
A miniature's field of vision is of 90° from the front of its base.

Spells whose range is "Contact" or "Personal" can be countered or absorbed by a magician in base-to-base contact with the magician who cast the bothersome spell. A magician can use countermagic even after having run or charged.

There are two forms of countermagic: absorption and countering.

5.4.4.1 Absorbing a spell

Absorbing a spell consists of spending the exact same number of opposite gems as those used by the opponent for the spell's incantation. In the case of primagic spell, the gems needed for absorption can be of any Element or Principle.

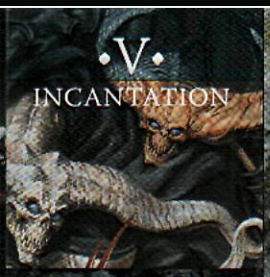
Absorbing a spell does not require any roll to be made, for the cancellation is automatic. The Elemental Oppositions indicate the nature of the gems that can cancel each other when absorbing a spell.

5.4.4.2 Countering a spell

Countering is used to smother the magic energies when an incantation is made. The player must dominate the power unleashed by his opponent's gems. To do so he selects one of his magicians who is able to use countermagic, who then spends a single gem of any Element and attempts an Incantation Roll. The counteraction's result must be greater than or equal to the result obtained by the spell's caster (and not the spell's difficulty). If he manages to do so, the spell's effects are reduced to nothing.

One can attempt to counter a spell only once and this right after its incantation, even if several magicians are in a position to do so. Once a countering attempt has been announced, the gem is irrevocably spent.

Additional gems cannot be spent to improve mastery when attempting a counteraction. It is possible to absorb a spell after a failed attempt at countering.



[5.5] RITUALS

A ritual is a spell of huge scale whose casting requires the combined power of several magicians.

A ritual can never be cast by a lone magician, whatever his mastery of magic may be.

5.5.1 THE COUNCIL

The council is a group of magicians who will perform the ritual. It must be formed by the magister and at least one acolyte.

A magician can be part of only one council at a time.

- The **magister** is the magician who has the ritual card and who directs the ceremony. He must meet all the conditions required by the ritual (see Review of the troops). It is he who makes the final roll to find out if the ritual has worked. This roll is made at the end of the procedure, which takes place during the second firing and incantation phase. The magister must draw from his own mana reserve to improve his mastery if he deems this necessary.

- **Acolytes** are magicians who join the magister to perform the ritual. The council can assemble as many acolytes as the player wishes.

  Acolytes must master at least one of the Elements of which the ritual is composed (when a ritual needs neutral gems, then any magician can join the council). This is the only condition that must be met. The acolytes must be located at a maximum distance of 10 cm from the magister.

5.5.2 INITIATING A RITUAL

A ritual must always be initiated during the first firing and incantation phase and it is resolved during the second firing and incantation phase. Within the framework of a ritual, a magister cannot use prolonged incantation, and the fact that the ritual is begun during the first firing and incantation phase does not make it count as rapid incantation. Magicians participating in a ritual cannot use prolonged incantation, not even after the final incantation.

When the magister announces the beginning of a ritual, all his Orders are cancelled. If a Unit accompanies him, then he is no longer part of it (this Unit therefore keeps the advantages of the Orders it has been given). This rule also applies to acolytes when they announce that they are joining a ritual.

A magician can only join a ritual at the moment that it is initiated. It is impossible to join a ritual while it is being performed.

The council's members cannot do anything while performing the ritual, not even go into a trance. Only countermagic is allowed. They can nevertheless recover mana in the usual way if the ritual lasts several rounds.

A magician can initiate a ritual or participate in one even if he is in base-to-base contact with an enemy.

When a ritual is initiated, all the gems needed for it to be performed must be spent (except any gems used to improve mastery of the spell that are only to be spent when making the final Incantation Roll). Each of the council's members can supply as many gems as the player wishes.

The ritual's target must be selected as soon as it is begun, even if it isn't within its range yet. The range is only measured when the Incantation is made. At least one of the council's members must have a line of sight onto the target.

5.5.3 INTERRUPTION OF A RITUAL AND DISLOCATION

If the magister or one of the acolytes is killed, the ritual is interrupted. The magister must then immediately make a final Incantation Roll.

If it is successful, then he avoids a catastrophe: the ritual has no effect, but doesn't either have any negative consequences. If it fails, then the effects of the ritual's dislocation are applied.

The player who is the dislocation's victim must roll 1d6. The result indicates the number of additional gems lost by the council. These counters can be taken from the reserve of any council member who is still alive. If the magicians don't have enough gems left to pay the cost of dislocation, then one of the council members, selected by the player controlling them, suffers a Damage Roll with a STR equal to the number of missing gems.

5.5.4 FINAL INCANTATION

When the ritual reaches its end the magister makes an Incantation Roll using his own POW. He can, if he wishes, spend additional gems to improve his mastery of the spell.

The ritual's range can be measured from the magister or any of the acolytes as long as he has a line of sight onto the target. If, when making the final incantation, no council member has a line of sight onto the target or if it is no longer within range, then the ritual is interrupted (see preceding section for the effects of a ritual's interruption).

If several rituals must be resolved during the same phase, then this is done following the order of the magisters' Initiatives like for a normal incantation.

It is impossible to counter or absorb a ritual. The only way to make it fail is to interrupt it by eliminating one of the council members.

Once a ritual has been performed, the council members can still cast spells if their mana reserve allows them to do so.

5.5.5 RITUALS AND DIVISION OF THE TARGETED UNIT

If a Unit targeted by a ritual is divided during the Order resolution phase, the council must choose which of the new Units thus created will be the ritual's target when the final Incantation Roll is made.

If a Unit targeted by a ritual joins another one during the Order resolution phase, the new Unit thus formed becomes the ritual's target when the final Incantation Roll is made.

Normally, when performing a ritual, the gems needed for the ritual's incantation must be spent when it is initiated. But when a ritual's cost in gems varies according to the targeted Unit's strength in Numbers, Domination Factor or position, then the gems must be spent when making the final incantation. This cost is then calculated based on the real target. If such a ritual is interrupted, then the cost in gems must still be spent, with the cost being based on the targeted Unit's state at the moment that the ritual is interrupted (even if the targeted Unit is no longer within the spell's range).

And finally, if a Unit that is affected by a ritual or a communion (see Divination) is divided or joins another one, then the effect is immediately dissipated!

EXAMPLE

Irix the Fury (POW 5) has eight gems of Water. She begins a ritual with a cost in mana of eight gems of Water and a difficulty of 9. Two Wolfen lonewolves (POW 1) join her as acolytes. They each have two gems of Water. During the first firing and incantation phase Irix the Fury spends six gems of Water and the two Wolfen lonewolves each spend one to reach the required total of eight gems of Water. During the second firing and incantation phase Irix the Fury (POW 5) can proceed with the ritual's resolution (Difficulty 9). She will need a result of ⚅ or more on her roll of the die. She sacrifices her last two gems to improve her mastery. She rolls 3d6 and gets ⚂, ⚅ and ⚅, so the ritual is performed with success.

[5.6]
MANA RECOVERY

When using his gems, the player consumes a part of his magicians' energy. He must then try to replenish their reserve by calling on the Element's power. There is no difficulty for this roll; one must simply get the best possible result. A [·] nevertheless remains a failure, even after having re-rolled a [⁝].

At the end of the round, during this phase, each player makes a Mana Recovery Roll for each of his magicians. This roll consists of rolling 1d6, adding the magician's Power rate to the result, and then subtracting the amount of gems the magician still has in his reserve from this sum. Depending on the final result and on the magician's rank, the Mana Recovery Table indicates the number of gems that is added to his reserve.

A magician's reserve cannot hold more gems than 2 x POW. The magician freely chooses the Element or Elements of the recovered gems among the Elements he masters.

For orcs a result of [·] on the die is not an automatic failure when making Mana Recovery Rolls.

5·D MANA RECOVERY

RESULT	INITIATE	ADEPT	MASTER	VIRTUOSO
[·]	0	0	0	0
0 and less	1	1	2	3
1 to 5	2	3	4	5
6 to 10	4	5	6	7
11 to 15	6	7	8	9
16 to 20	8	9	10	11
21 and more	10	11	12	13

5·E
FAMILIARS

Familiars are creatures from the Elemental Realms neighbouring the reality of Aarklash. All the continent's magicians draw their power from these parallel universes and some of them are able to come into contact with the beings inhabiting them. The most powerful magicians, or the most persuasive ones, sometimes manage to form a temporary pact or even to enslave one or several elemental beings. Whatever their nature and their power, their help is always a precious advantage.

Familiars are not part of any people or any particular Alliance. When building an army they are not counted in the percentage of Allies.

A magician can have as many Familiars as he can normally have artefacts. However, Familiars are not counted among the maximum number of artefacts a magician can carry. For example, an Adept can have two artefacts and two Familiars if he wishes.

A Familiar must always be part of the same Unit as the magician to whom it is bound. It is then considered to be an independent. If the magician's Unit is in scattered formation, then the Familiar can still remain in contact with the magician. The Unit is then still considered to be in scattered formation.

In no way can a Familiar become a Leader.

If a magician is killed, then his Familiars disappear at the same time as he does. If the magician is brought back to life in any way whatsoever, his Familiars do not return to the game.

If a Familiar is killed, the magician controlling it loses three gems of the Element of his choice. This rule does not apply if the Familiar was sacrificed using the "Devotion" ability. If the magician does not have the amount of gems needed, then he suffers a Light Wound but does not lose any gems.

When a Familiar must suffer a Damage Roll, it cannot be sacrificed using the "Devotion" ability in any way whatsoever before the Damage Roll has been made and its effects have been applied.

Before every Tactical Roll the magician who controls the Familiar must make a Power test and refer to the table supplied with the Familiar's reference card. He can spend gems of the Familiar's Element to improve his chances, like when casting a spell. The magician can, if he wishes, choose a bonus of a lower level than the result obtained. This faculty only applies if the Familiar is within 10 cm or less of its owner. These bonuses or penalties immediately go into effect and last until the end of the round. The gems gained thanks to the presence of a Familiar do not, however, disappear at the end of the round, unless they have been used.

5.6.1 MAGICIANS IN A FRAY

A magician in base-to-base contact with one or several enemies can continue casting spells or using countermagic in the usual way. He is then considered to have a line of sight onto any miniature that is in base-to-base contact with him, even behind him and on his sides.

A magician in hand-to-hand combat can also cast spells on miniatures that are not in base-to-base contact with him, as long as he has a line of sight onto them.

However, a magician in base-to-base contact with an enemy cannot concentrate with the same intensity. When making his Mana Recovery Roll, instead of subtracting the number of gems still held in his reserve, he subtracts twice this amount.

Magicians who follow the paths of necromancy and of hermetism as well as Warrior-mages are not affected by this recovery penalty in hand-to-hand combat.

5.6.2 TRANCE

Trance is a state of extreme concentration in which the magician's mind leaves his body and travels in the Elemental Realms.

It can be announced during the movement phase as soon as the Order concerning the magician is revealed or announced. During this round, the magician cannot move, fire, nor cast a spell or miracle. At the end of the round, if he isn't in base-to-base contact with an enemy and hasn't been the target of a Damage Roll, then he can benefit from trance's effects.

Once trance has been announced, it cannot be cancelled unless the magician is charged, engaged or suffers a Wound.

When a magician manages to remain in a state of trance during a round, then the number of gems still in his mana reserve is not subtracted from the result of his Mana Recovery Roll.

5•F SUMMONING FIGHTERS

Summoning fighters using magical or miraculous means can be done in two ways.

- **The summoner can summon them directly into contact with a Unit of the same type. They automatically join it without any test being made.**
- **The summoner can build a Unit with the fighters he has just summoned. The summoner cannot leave this Unit as long as the accumulated value of the summoned fighters has not reached 50 A.P. They absolutely *must be of the same type.***

EXAMPLE

The Gorgon summons four morbid puppets. She is not within summoning range of a Unit of morbid puppets, so they remain next to her. Then she summons two morbid angels. These cannot join the Gorgon because she already forms a Unit with the morbid puppets. If no Unit of morbid angels is within the summoning spell's range, then the summoned morbid angels turn back to dust...

CHARGE!

Most Orders attributed during phase 3 (except those concerning rapid actions) are carried out during the movement phase (Phase 5).

At the beginning of this phase the winner of the Tactical Roll gets the lead. This means that he can choose to activate one of his Units or to instead have his opponent activate one of his. To activate a Unit he must have at least one Order left to carry out.

Like in the deployment phase, the player with less Units can refuse to activate a Unit a number of times equal to the number of additional Units his opponent has. However, only the number of Units actually on the battlefield are taken into account. (Units held in reserve are not counted.)

This total can vary during a game if Units are annihilated or leave the battlefield, if reserve Units enter the game or if some Units are divided to create new ones.

REMINDER
The number of Units in each camp is calculated right after the reserve entry phase.

{6.1}
RESOLVING AN ORDER

The player activating a Unit first reveals the Order(s) it has been given. If it has been given two Orders or more, then the player decides which one he wishes to have carried out.

In most cases the chosen Order is **immediately carried out**, meaning that its effects are applied. Yet it can happen that some effects go into effect between the moment that an Order is revealed and that it is carried out.

If an Order causes a reaction by an adverse Unit (see further), then this reaction is immediately carried out.

Once the first Order has been carried out, the loser of the Tactical Roll gets the lead and decides to activate one of his Units or to let his opponent activate one of his. The players take turns getting the lead in this way until all Orders have been carried out.

A charged or engaged Unit loses all the Orders it has been given except reactions. It therefore can no longer be activated in this round.

When a Unit reveals and activates a reaction before the activation conditions have been met, then this Order nevertheless remains active until the end of the round and can be carried out if the conditions are met later on.

If a Unit has only been given reactions and none of these Orders' activation conditions are met, then this Unit is considered to be Immobile.

In the next pages the Orders are presented following a same description format. The Order's name and the symbol on the counter representing it are shown. Any test required for the Unit to obey the Order is then explained. And finally, the way the Order is applied is described in detail.

6.1.1 CANCELLING AN ORDER

It can happen that an Order causes a Unit to end up in an unfavourable position. An Order can be cancelled as soon as it is revealed and before resolving it by making a Discipline test with a difficulty of 10. If the test is passed, the Unit remains immobile. If it is failed, then the Order must be carried out.

"Rapid Fire," "Fire" and "Move and fire" Orders are exceptions to this rule. Such an Order can be cancelled automatically without having to make a Discipline test. However, a Unit that cancels its shot for a "Move and fire" Order must still march.

[6.2]
ACTION ORDERS

6.2.1 IMMOBILE
Test: None.
The Unit doesn't move or fire.

6.2.2 MARCH
Test: None.
The members of a Unit can move up to a distance equal to its Movement rate (MOV cm).

Once it has received a "March" Order, all the Unit's members must move a distance equal to at least half of their Movement rate.

6.2.3 RUN
Test: DIS/4 (automatically passed by detachments).
The Unit moves up to a distance equal to twice its Movement rate (2 x MOV cm).

The members of a Unit carrying out this Order absolutely must move a distance at least equal to its Movement rate (MOV cm).

If the Unit fails its Discipline test, it must move a distance equal to its Movement rate (MOV cm).

6.2.4 MOVE AND FIRE
Test: None.
The Unit can move up to a distance equal to its Movement rate (MOV cm). It can only fire during the second firing and incantation phase with a penalty of +1 on the Aim test's difficulty.

6.2.5 FIRE
Test: None.
The Unit does not move and fires during the second firing and incantation phase. The Unit may nevertheless reorient itself but this action then counts as a movement and increases the Aim test's difficulty by 1 point.

CHANGING THE WIDTH OF THE FRONT
The fighters' position within a Unit can be modified when it carries out a "March," "Run" or "Charge" Order (see Orders). The fighters can be repositioned freely as long as this does not make them surpass their movement capacity, which varies depending on the Order they have been given.

6•A
ON THE GROUND AND IN THE AIR

Flying creatures and machines have two Movement rates: the first one represents their speed on the ground (which follows the regular movement rules), and the second one indicates the speed at which the Unit can move in the heavens.

A fighter who is moving at levels 1 or 2 or who takes off from level 0 uses his second Movement rate (meaning his "flight" speed). Movement in flight obeys the same rules as moving on the ground, with a few exceptions.

- A Unit in flight moves as if it were a single miniature when it comes to movement restrictions.
- Only the counter is moved. The sizes of the miniatures' bases as well as the number of fighters in a Unit are not taken into account: the counters can move "around" each other freely. This represents the extreme mobility of troops flying in the air.
- When a flying Unit charges or engages another one, measure the distance between the counter representing it and the target as if all miniatures of the flying Unit were located at the exact point where the counter is located. This means that if a flying Unit charges or engages another flying Unit, then all miniatures of the Unit that is charging can be placed in base-to-base contact with any miniature in the Unit that is being charged (providing there is enough space to position the attacking miniature with their bases touching). The formation distances must, however, be respected.

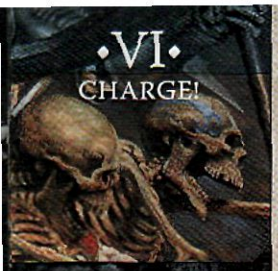
6•A•1 MOVING IN THE AIR
Moving from one level to another reduces the flight MOV the Unit uses by 5 points. During a same movement phase a Unit can change levels only once.

- At level 1 the fighters ignore movement penalties bound to the various types of ground, but they must move around obstacles that are higher than 15 cm.
- At level 2 the fighters ignore all obstacles (except other creatures located at level 2) and movement penalties bound to the various types of ground.

6•A•2 LANDING
Once a flying Unit has landed at level 0 it can no longer move on the ground or fly during the movement phase being played. The fighters can, however, fire or attack in the usual conditions. They can also make a thrust movement at the end of combat. In this case their ground Movement/MOV rate is used. Fighters cannot change levels when making a thrust movement.

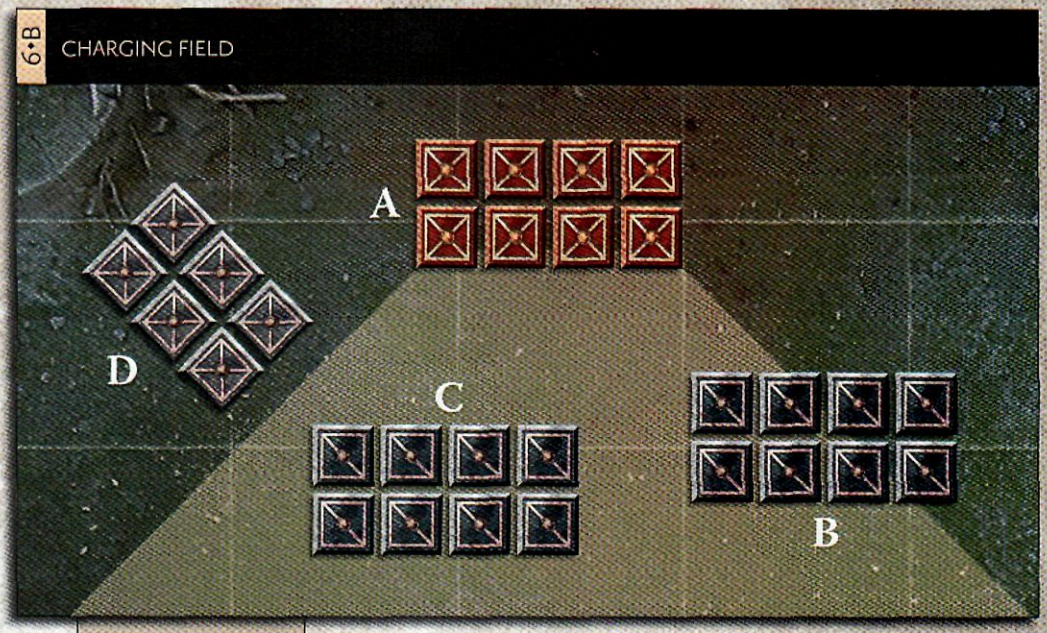
EXAMPLE 1
A Unit of morbid angels located at level 2 "descends" to level 1. Its flight Movement rate being 17.5, it becomes 12.5. So the morbid angels move to level 1 and then can still move a maximum distance of 25 cm.

EXAMPLE 2
A Unit of reapers of Mid-Nor located at level 0 changes level to fly off at level 1. Its flight MOV rate being 15, it becomes 10. So the reapers move to level 1 and then can still move a maximum distance of 20 cm.



•VI•
CHARGE!

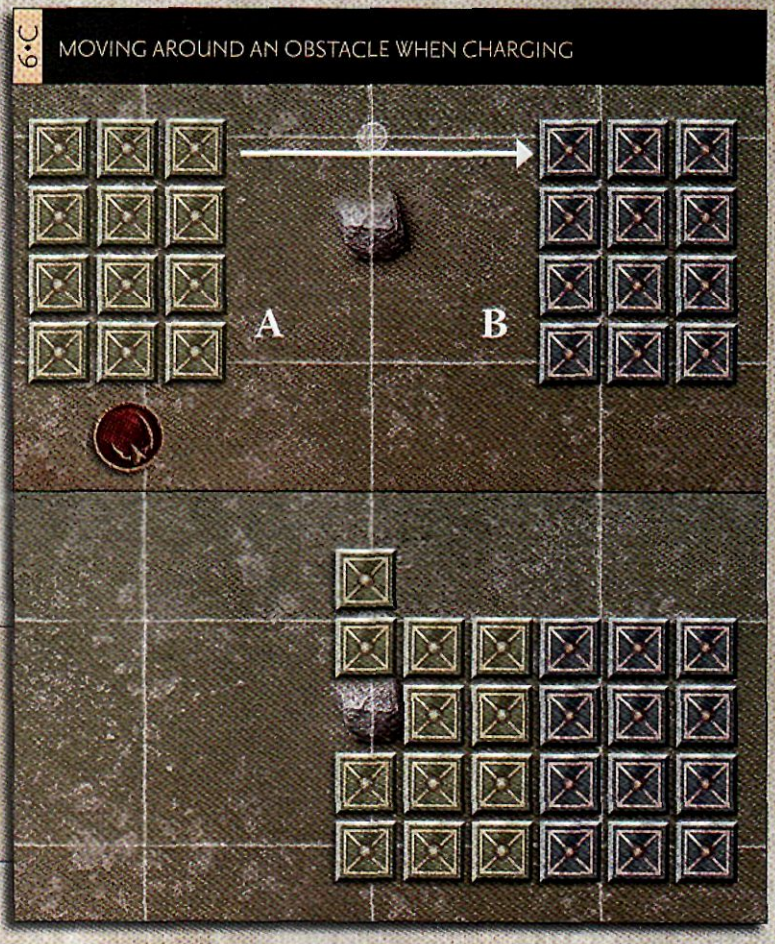
6•B CHARGING FIELD



- FURY WARRIOR
- WARRIOR OF MID-NOR
- SENTINEL OF MID-NOR

The fury warriors (Unit A) can charge the warriors of Mid-Nor (Unit B or C). The sentinels of Mid-Nor (Unit D), on the other hand, are outside of Unit A's charging field and therefore cannot be targeted by its charge.

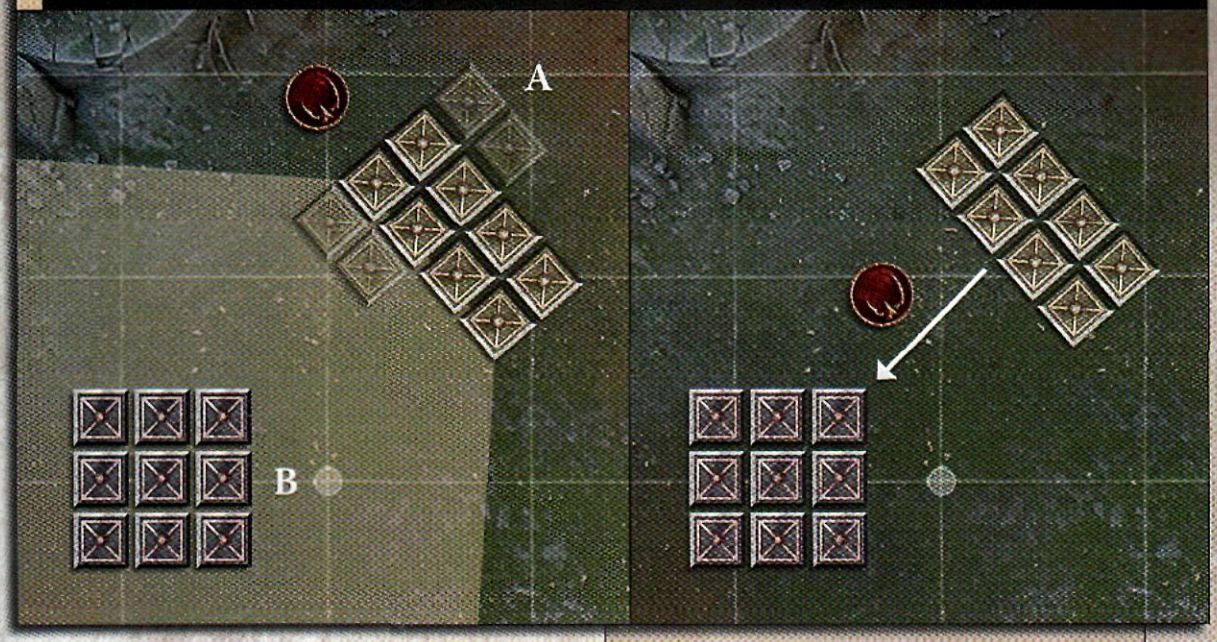
6•C MOVING AROUND AN OBSTACLE WHEN CHARGING



The ground width of the obstacle standing between Unit A and Unit B being less than 5 cm, Unit A is allowed to move around it to charge Unit B.

- KHOR WARRIOR
- SENTINEL OF MID-NOR
- CHARGE ORDER

6.D CHARGE AND REORIENTATION



Unit A carries out a charge at Unit B. Before being moved it is reoriented by a quarter-turn or less so that Unit B is within its field of vision.

KHOR WARRIOR · SENTINEL OF MID-NOR · CHARGE ORDER

6.2.6 CHARGE

Test: None.
The Unit charges.

When charging, a Unit moves a distance (in centimetres) equal to at most twice its Movement rate (2 x MOV cm).

A charge can only target an opposing Unit that is located within an angle of 90° in front of the charging Unit. Nevertheless, a Unit can reorient itself before charging (see Manoeuvres).

If an obstacle other than an adverse Unit is standing in the charging Unit's trajectory, then the fighters can go around it if its width on the ground isn't greater than 5 cm. If it is, then the Unit stops its charge in front of the obstacle and goes into a "Disorganised" state.

A Unit cannot charge two different Units at the same time unless they are both involved in the same fray (see further).

6.2.7 DISENGAGE

A Unit cannot disengage from a fray during the round in which it was charged or engaged by an enemy Unit.

There are two kinds of disengagement. Both are represented by the same Order. The player can announce the one he chooses at the moment that the Order is carried out, but he can only attempt one kind of disengagement per round.

6.2.7.1 Disengagement by evasion

Test: INI/4 + 1 per opponent in contact with the Unit's members.

For a Unit to disengage from a fray, an Initiative test with a Difficulty of 4 + 1 for each opponent in contact with any of its members (in which case the miniatures of Large or Very Large Size count as 1) must be passed for its members.

The INI value used for this test is that of the troops making up the Unit, not that of any Independents who may be accompanying it.

6.2.7.2 Disengagement by force

In order to disengage by force the fighters must be of a Size bigger than all of the enemy fighters involved in the fray.

Test: STR/4 + 1 per opponent in contact with the Unit's members.

(The STR value used for this test is that of the troops making up the Unit, not that of any Independents who may be accompanying it. The highest RES value among all the adversaries involved in the fray must be subtracted from the Unit's STR for this test. If the STR of the Unit attempting to disengage becomes negative in this way, then it becomes impossible to disengage.)

Failed disengagement: If a disengagement attempt fails, then the Unit must place all its combat dice in defence (see further) during this round of hand-to-hand combat. This Unit's members can nevertheless make counter-attacks if they have the possibility to do so.

Successful disengagement: A Unit that manages to disengage can immediately march in the usual conditions as if it had been given the Order to do so.

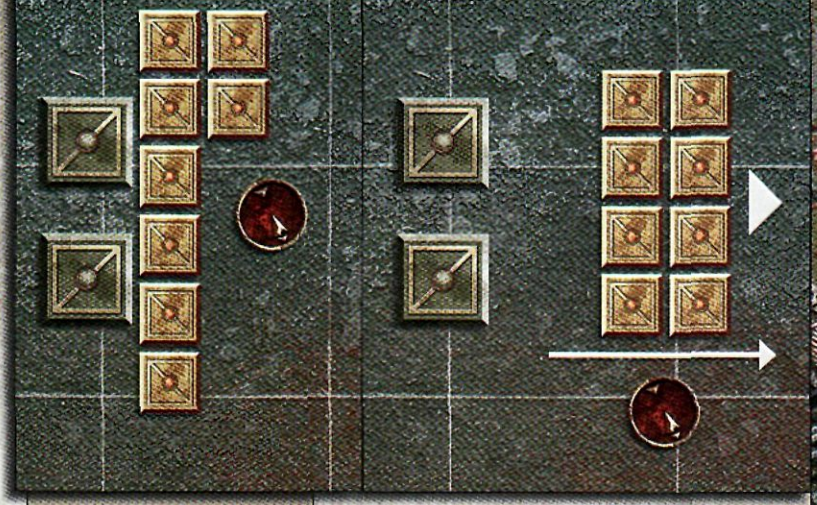
This move can be made in any direction as long as the members of the disengaging Unit do not end their movement in contact with members of the Unit with which they were in hand-to-hand combat.

This move can bring a Unit into contact with a different adverse Unit, which then counts as an engagement.

A fighter who passes his disengagement test can disengage even if he is completely surrounded by the enemy.

Even when surrounded, a Unit can still disengage. This implies that the miniatures can pass "through" the enemy miniatures. This represents fighters pushing their way between their opponents to make their way out. However, logic must still prevail in a case like this. When a Unit disengages, the movement must be made in such a way as to avoid crossing the enemy's ranks as much as possible.

6•E DISENGAGEMENT



Kelt warrior

Wolfen warrior

Disengagement Order

Two Wolfen warriors are in contact with the members of a Kelt warrior Unit. Seeing a friendly Unit having a hard time, the barbarians attempt to interrupt the combat in order to come to their aid. Their disengagement test's difficulty is therefore 4 + 2, meaning 6. The Kelts get a result of ⚄. When added to the Initiative of these fighters (INI 3), the final result is 7. So the Kelt warriors manage to disengage; they immediately march. The next resolution of Orders will be crucial for both of these camps...

6•F DISENGAGEMENT BY CHARACTERS AND WAR-STAFFS

Morbid puppet

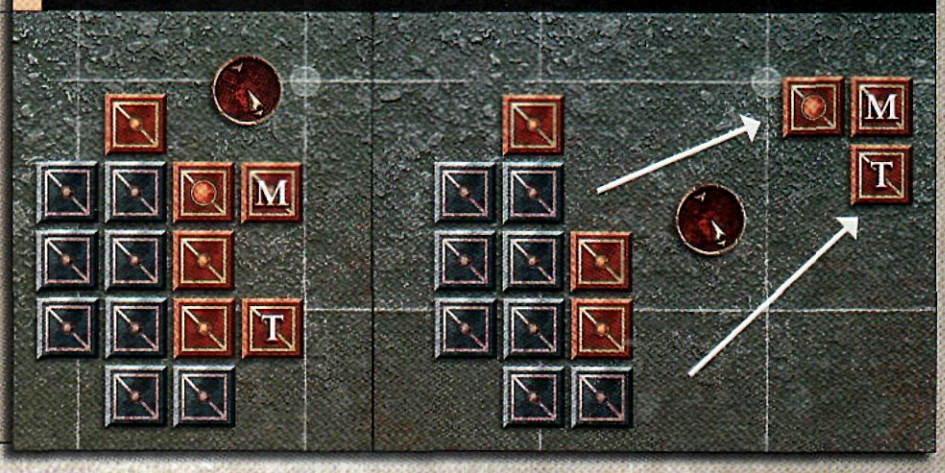
Fianna

Gwenlaen the Ever-proud

M Fianna musician

T Fianna totem-bearer

Disengagement Order



Gwenlaen the Ever-Proud and the members of her war-staff try to disengage and leave their Unit because their presence is needed at another part of the battlefield. Only Gwenlaen is in contact with an opponent. The disengagement test's difficulty is therefore 5 (4 +1). However, since the Fianna musician and totem-bearer must also manage to pull themselves out of the fray, it is their Initiative (INI 4) that is used. The result on the die is a ⚃. The whole war-staff can therefore disengage.

6•G
SPECIAL DISENGAGEMENTS

6•G•1 DISENGAGING AND FIRING

A Unit can disengage and then fire during the second firing and incantation phase if it has received a "Disengage" Order and a "Move and fire" Order that are simultaneously revealed.

NOTE
If no member of a Unit that has been given a "Disengage" Order is any longer touching an enemy, then the disengagement is automatically successful.

6•G•2 ROUT

If a Unit disengages while in a state of "Rout," it absolutely must move twice its Movement rate (2 x MOV cm) towards the nearest edge of the terrain.

6•G•3 INDEPENDENTS

An Independent can attempt to disengage while the rest of the Unit remains in the fray. In this case the Unit must receive a "Disengage" Order. When resolving this Order the player must simply announce that only the Independent will be attempting this action.

If the test is passed, the Independent is no longer considered to be a part of his Unit. He can then join a different one in the usual conditions.

If the test is failed, the Independent remains a part of his Unit, but must place all his combat dice in defence during the next hand-to-hand combat phase. The rest of his Unit can nevertheless attack in the usual way.

If a whole war-staff attempts to disengage, then the lowest INI among its members is used for the test.

6•H
FLEEING AND CHARGING

If a charged Unit flees, then the Unit that is charging is not considered to be Disorganised if it doesn't come into contact with its target at the end of its charging movement.

When a Unit targeted by a charge flees, then Units in scattered formation and detachments can redirect their charge towards a new target within the limits of a 90° angle from the front of the base of the miniatures in the first rank of its formation.

If the new target also flees, then the Unit cannot redirect its charge a second time.

[6.3]
REACTION ORDERS

6.3.1 RETREAT

Activation condition: The opponent announces a charge against the Unit or attempts to engage it. A retreat can only be made when facing an opponent who is within a 90° angle in front of the Unit.

Test: DIS/6. If this test is passed, the Unit moves straight back a distance of half its Movement rate (MOV/2 cm). A Unit cannot reorient itself before retreating!

If the Discipline test is failed, the Unit remains immobile.

6.3.2 FLEE

Activation condition: The opponent declares a charge against the Unit or attempts to engage it.

Test: None.

The Unit turns on its heels and moves at twice its Movement rate (2 x MOV cm) in the opposite direction of the Unit that triggered this reaction.

It remains in a state of "Rout" for as long as it hasn't been rallied (see States).

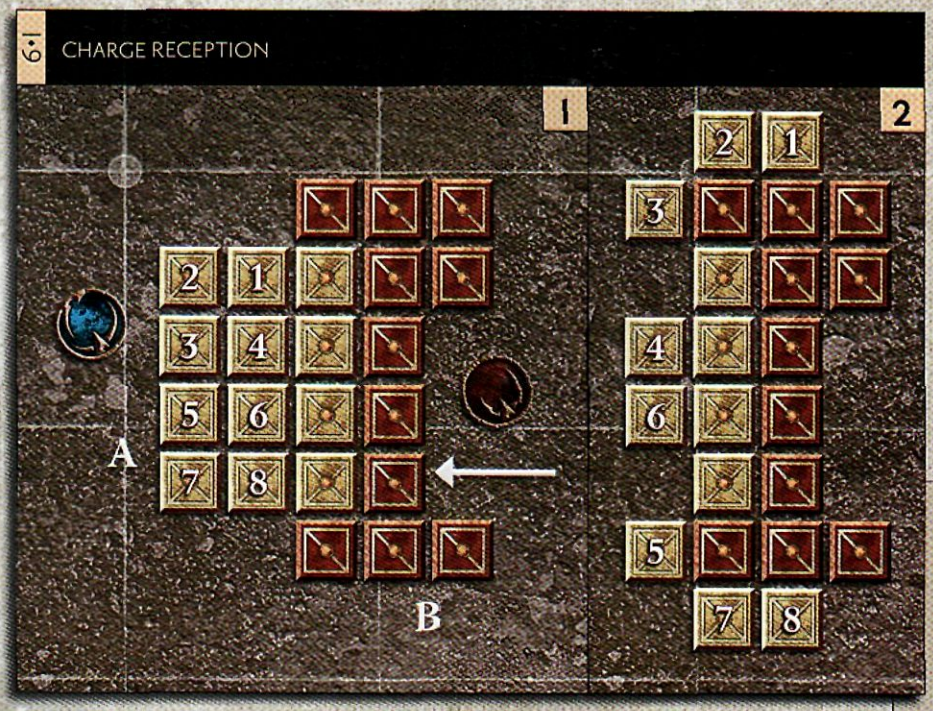
6.3.3 PURSUIT

Activation condition: All opponents who were in contact with the Unit manage to disengage.

Test: INI/4. If this test is failed, the Unit remains immobile.

The Unit can immediately march in the usual conditions as if it had been given an Order to do so. This move can bring it to engage any enemy Unit, even the one that has just disengaged.

6.1 CHARGE RECEPTION

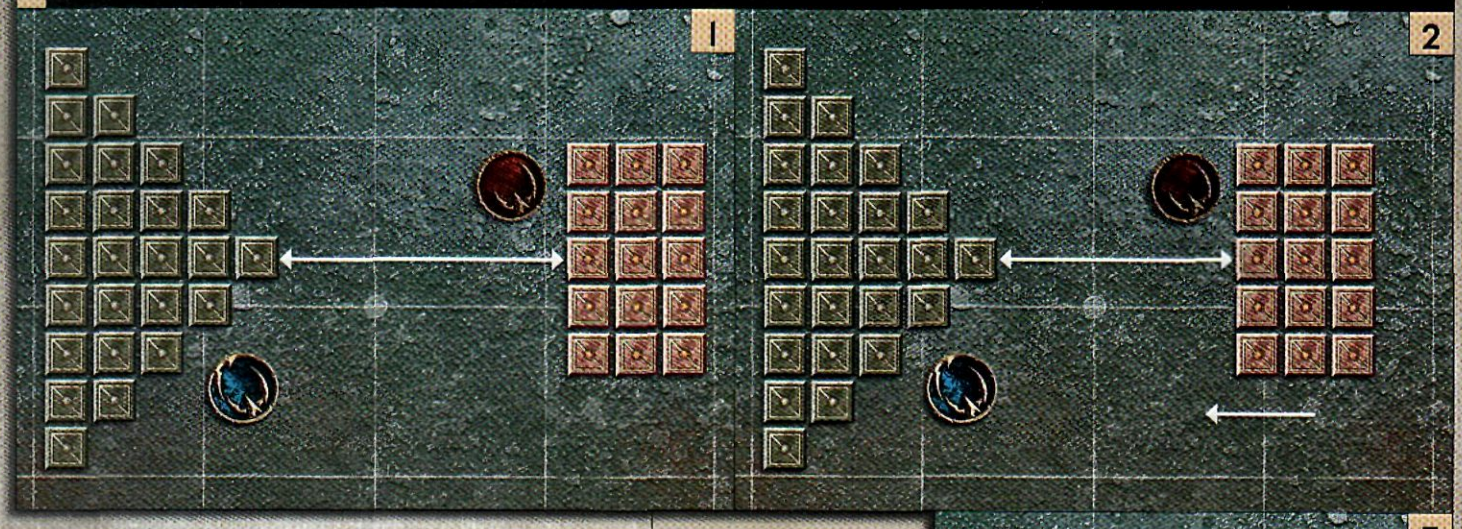


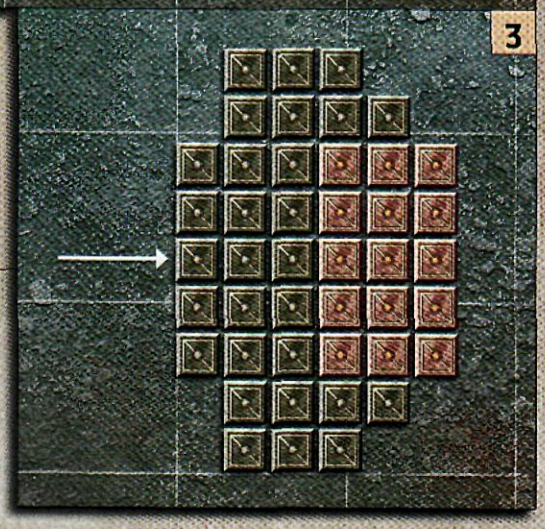
1. The Fiannas (Unit B) charge the Griffin templars (Unit A), who declare a charge reception and easily pass their Discipline test.

2. All templars who are not in contact with a Fianna (numbered here from 1 to 8) can move a distance equal to their Movement rate (MOV 10) for them to be placed into base-to-base contact with an opponent. Templars 4 and 6 remain where they are since they cannot reach an enemy miniature. The Griffins' rigour has a good chance of smothering the Kelts' fury...

- Fianna
- Griffin Templar
- Charge Order
- Charge Reception Order

6.1 COUNTER-CHARGE





- Goblin marauder
- Griffin Spearman
- Charge Order
- Counter-charge Order

1. A group of goblin marauders counter-charges some Griffin spearmen. First of all, the goblins must make an Initiative test with a difficulty of 6. This test is passed: they successfully launch their counter-charge. A second Initiative test then opposes the goblins to the spearmen. The marauders get the better final result and take their opponents by surprise.

2. The Griffins are moved first. Their miniatures are placed within 15 cm of the goblins (since the goblins' charging range is of 20 cm).

3. The marauders are then moved. The goblin player places his miniatures as if this Unit had just charged.

6.3.4 CHARGE RECEPTION

Activation condition: The opponent announces a charge against the Unit or attempts to engage it. A charge reception can be made no matter how the Unit is oriented.

A Unit already involved in a fray cannot carry out a charge reception.

Test: DIS/6. If this test is failed, then the charge reception doesn't happen without any further consequences.

Once the miniatures of the Unit that is charging or engaging have been moved, those of the Unit receiving the charge can be moved a distance equal to their Movement rate (MOV cm) if no opponent is in contact with their bases. This movement must bring them into contact with at least one of the members of the Unit that has just charged or engaged theirs.

If no opponent is within a fighter's movement range, then his miniature cannot be moved except to remain within formation distance of a member of his Unit.

The fighters placed into contact with an opponent who has charged also suffer any penalties caused by the charge.

6.3.5 COUNTER-CHARGE

Activation condition: The opponent announces a charge against the Unit or attempts to engage it. A counter-charge can only be made against an opponent who is within a 90° angle in front of the Unit. A Unit can only make a counter-charge against a Unit that is located at the same altitude level as it is (see Flight) at the beginning of its movement. A Unit already involved in a fray cannot counter-charge.

Test: INI/6. If this test is failed, then the Unit suffers the charge or is engaged in the usual way.

(The Initiative/INI value used for the test is that of the troops making up the Unit and not that of any Independents who may be accompanying them. If a Unit is made up only of Independents, then the lowest INI among its members is used for this test.)

The "Counter-charge" Order must be revealed before the distance separating the two Units is measured.

If the Unit that is charging or engaging has to make a Courage test, then it must be made the moment the counter is turned over, before the Order is carried out. If the Courage test is failed and causes a State of "Rout" or "Control," then the counter-charge isn't carried out.

If a Unit makes a counter-charge against a Unit charging it, then all the penalties caused by the charges are cancelled, no matter what the two Units' Domination Factors are.

Bonuses and abilities that only apply during a charge apply in the usual way.

A counter-charge can be declared against an opponent who is trying to engage the Unit. In this case the Unit that has received the "Counter-charge" Order is considered to have charged its opponent. Any possible penalties are applied.

If a counter-charge is made against a charging Unit, a new Initiative test must be made to determine which Unit is moved first and its miniatures are then placed for the resolution of hand-to-hand combat. The Initiative/INI value used for the test is that of the troops making up the Unit and not that of any Independents who may be accompanying them. If a Unit is made up only of Independents, then the lowest INI among its members is used for this test.

During a counter-charge it is the Unit that was about to engage its opponent or that lost the Initiative test which is moved first. It stops when it has entered the opposing Unit's charging range by 5 cm. (If its Movement rate doesn't allow this, then it stops at its maximum Movement distance (2 x MOV cm).)

The opposing player then moves his Unit and places his miniatures as if he had just made a charge.

If a Unit announces a counter-charge and finally ends up not being within the opposing Unit's range (meaning that the opposing Unit was way out of range), then it goes into a "Disorganised" state.

EXAMPLE

Cornered, a brontops rider (orc) courageously makes a Counter-charge against a Unit of Kelt centaurs. Neither of the two Units suffers penalties caused by the charge, but the brontops rider benefits from his special charging Strength (STR 12) and from the bonus given by the "Brutish charge" ability. As for the Kelt centaurs, they also benefit from the "Brutish charge" ability. The impact between these Units is particularly devastating...

6•K
EXAMPLES OF HOW TO USE ORDERS

An army of the Griffin Empire encounters a tribe of orcs of Bran-Ô-Kor. These armies are made up of the following Units:

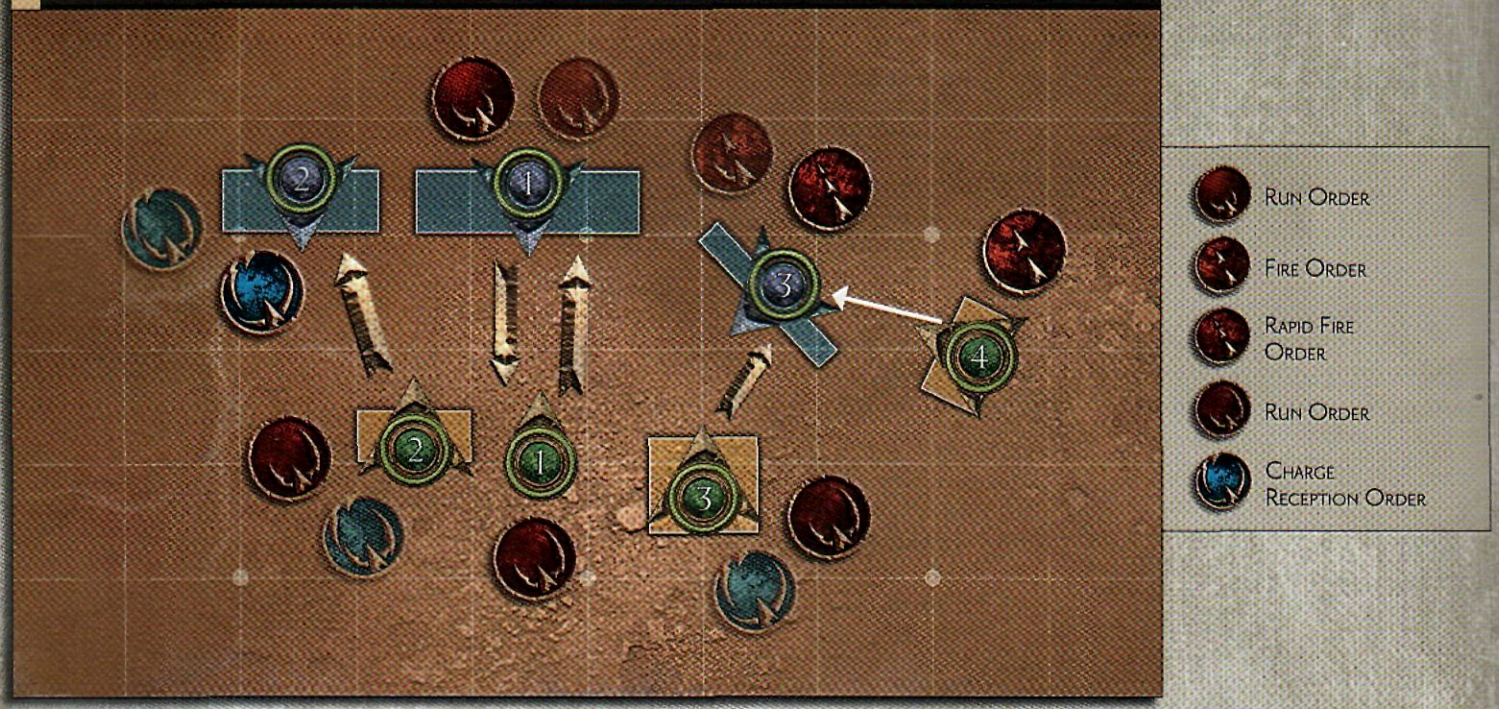
GRIFFINS (BLUE)
- UNIT 1: 16 Griffin conscripts of which one is Leader;
- UNIT 2: 12 Griffin templars led by Arkhos who is also the army's Commander-in-Chief (Elite Category 2; DIS 9);
- UNIT 3: 12 Griffin fusiliers.

ORCS (ORANGE)
- UNIT 1: Umran Kal, the army's Commander-in-Chief (Elite Category 2; DIS 6);
- UNIT 2: 8 Jackal warriors of which one is Leader;
- UNIT 3: 14 orc brutes;
- UNIT 4: 9 orcs with crossbows.

Arkhos's army includes a smaller number of Units. It therefore has one refusal.

At the beginning of the round the Griffin player wins the Tactical Roll with a final result of "13" against a "10" for the Orc player.

NOTE
Phases 1 and 2 are not covered in this example.

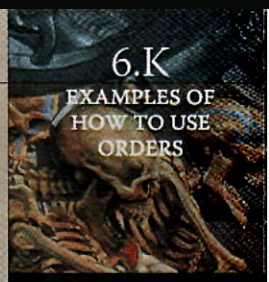


6•K•1 PHASE 3

- With a final result of "13" on the Tactical Roll and a Commander-in-Chief of rank category 2, the Griffin player gets four additional Orders in this round. He starts by giving basic Orders to the Units benefiting from them.

Arkhos's Unit gets one because of the Commander-in-Chief's presence, and the Unit of Griffin conscripts also gets one because it is led by a Leader. On the other hand the Unit of Griffin fusiliers doesn't have a fighter with the "Leadership/X" ability in its ranks. Yet it is within Arkhos's leadership range and therefore also benefits from a basic Order.

There are now four additional Orders left to distribute among the three Units. A same Unit cannot have more than two Orders. So each Griffin Unit will have a choice between two Orders. The fourth additional Order is lost since it cannot be used.



6.K EXAMPLES OF HOW TO USE ORDERS

- With a final result of "10" on the Tactical Roll and a Commander-in-Chief of rank category 2, the Orc player has three additional Orders in this round. He starts by giving the basic Orders to the Units benefiting from them. The Unit formed by Umran Kal gets one and the Unit of Jackal warriors also gets one because it is led by a Leader. The Unit of orcs with crossbows doesn't have a Leader in its ranks, but it is within Umran Kal's leadership range and therefore also gets a basic Order. The orc brutes, on the other hand, don't have any Leader and are too far from Umran Kal, so they don't get a basic Order.
  There are now three additional Orders to be distributed among these four Units. A first one is used to give an Order to the Unit of orc brutes. A second one is given to this same Unit and the last one to the Jackal warriors.
  The two players have placed their Order counters next to their Units in the gaming area.

6.K.2 PHASE 4

In the first firing and incantation phase the Griffin player reveals a "Rapid fire" Order for his Griffin fusiliers. The orc player not having given a "Rapid fire" Order to his orcs with crossbows, only the Unit of Griffin fusiliers is activated in this phase. Their shots are immediately made. The deadly salvo sends five orc brutes back to their god, Jackal.

6.K.3 PHASE 5

1. The Griffin player gets the lead and asks his opponent to activate one of his Units. The latter having more Units than the Griffin player, he cannot refuse. The Orc player reveals a normal "Fire" Order for his orcs with crossbows.
   This Order will only be carried out during the second firing and incantation phase.

2. The Orc player gets the lead and asks his opponent to activate a Unit. The latter having one Unit less than the orc player, he has the right to refuse once and decides to use it here.

3. So the Griffin player doesn't activate any Unit. He gets the lead and again asks his opponent to activate one of his Units. The Orc player reveals the Jackal warriors' "Charge" and "Counter-charge" Orders and chooses the first of these Orders. He announces that the charge's target will be the Unit of Griffin templars. This intention allows the Griffin player to reveal one of this Unit's reactions. It has two choices: Charge reception (which would allow it to surround the enemy) or Counter-charge (which would allow it to charge at the same time as the Jackal warriors). Preferring to keep his army grouped together, the Griffin player chooses the Charge reception. This Order needs a Discipline Roll to be made to be successfully carried out. Thanks to Arkhos's high DIS rate and to his status of Commander-in-Chief of the army, the roll is successful. The Jackal warriors' charge is therefore carried out. The orcs are placed in contact with the Griffin templars and then the "Charge reception" Order is carried out and the soldiers of the Temple close their deadly trap around their opponents.

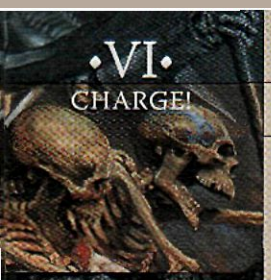
4. The Orc player gets the lead again and asks his opponent to activate a Unit. The latter having already made use of his single right to refuse, he must now obey. He doesn't have much choice: the Griffin fusiliers have already carried out their Order in the first firing and incantation phase and the Griffin templars have just carried out theirs. The Griffin player must therefore activate his conscripts. He reveals their Orders: Run and Charge. The templars having surrounded the Jackal warriors, the conscripts cannot charge the latter because there is no space left for them to be placed into contact with them. No other enemy Unit being within their charging range, the Griffin player chooses the Run in order to place his conscripts between his templars and Umran Kal.

5. Only the Orc player still has Units left to activate. He reveals the orc brutes' Orders (Charge and Charge reception) and decides on a charge against the Griffin fusiliers. The latter having already carried out their Order, the orc brutes' charge is immediately executed.

6. And finally, Umran Kal's "Charge" Order is revealed and carried out with the Griffin conscripts as targets.

6.K.4 PHASE 6

During the second firing and incantation phase the orc with crossbows' Order is carried out. They target the Griffin conscripts with their shots and manage to kill three of them.



[6.4] MANOEUVRES

Manoeuvres are complex movements that can only be carried out by troops that are disciplined enough. A characteristic test often has to be made to simulate this.

A Unit's manoeuvre must be announced after having revealed the action Order it was given and before resolving it (Immobile also counts as an action Order). If the manoeuvre needs a test to be made, then it must be made as soon as the manoeuvre is announced.

If this test is successfully passed, then the manoeuvre can be carried out at moments that can differ depending on the chosen manoeuvre.

EXAMPLE
A reorientation by a quarter-turn can be made before or after a movement whereas a half-turn must be made before the movement. In case of a reformation, a sideways movement or a backwards movement, it is considered that the manoeuvre is made at the same time as the movement.

A same Unit can attempt only one manoeuvre per round, be it successful or not.

6.4.1 REFORMATION

A Unit attempts to go from close formation to scattered formation, or vice versa. The player must choose between automatic or rapid reformation.

When it reforms, a Unit must group together or scatter in relation to the member who is nearest to the middle of its front line.

6.4.1.1 Automatic Reformation

To do this manoeuvre the Unit must have received an "Immobile" Order.

Test: None.

The Unit immediately goes into its new formation, but it can do nothing else during the round.

6.4.1.2 Rapid Reformation

Test: DIS/7

If the test is passed, the Unit goes into its new formation and can carry out its Order. Yet it suffers a -2.5 penalty in its Movement rate.

6•L FORMATIONS IN A FRAY

When a Unit in scattered formation charges or engages an enemy Unit, or if it is being charged or engaged, then its members automatically regroup without any test being made. The miniatures must then be positioned within close formation distance from each other before making contact with the opposing Unit. Yet the Unit still suffers the penalties bound to scattered formation.

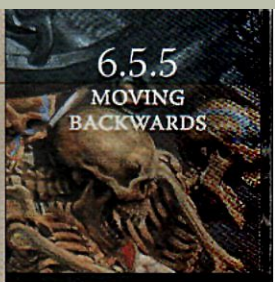
This doesn't prevent a Unit in scattered formation from attempting a reformation manoeuvre before resolving its Order (see Manoeuvres). On the other hand, a Unit involved in a fray cannot attempt a reformation in any way whatsoever.

When a Unit is involved in a fray, its members no longer have to take into account the spacing restrictions between each fighter when making their thrust movements (see Charge and engagement).

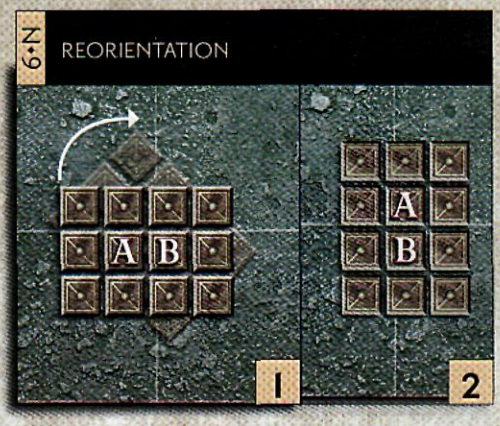
6•M REFORMATION

JACKAL WARRIOR

1. Here the Unit can regroup around miniatures A or B.
2. The Unit chooses to regroup around fighter A.
3. The Unit scatters in relation to miniature B.



6•N REORIENTATION



1. Here the orc warriors can reorient themselves using either miniature A or B as an axis.
2. The Unit is reoriented by a quarter turn by pivoting around miniature B.

6.4.2 REORIENTATION

Any reorientation must be made according to a central axis, meaning by pivoting the Unit around the miniature that is closest to the centre of the Unit.

A Unit can reorient itself even if it remains Immobile. Yet it may not do so before carrying out the following Orders:

- Rapid fire
- Counter-charge
- Charge reception
- Retreat
- Flee
- Pursuit

A reorientation before an Order that allows firing is considered to be a movement and therefore penalises the Aim Rolls' chances of success.

6.4.3 QUARTER-TURN

A Unit can reorient itself by a quarter-turn or less without having to make a test. Such a reorientation can be done before an Order is carried out or at the end of its resolution.

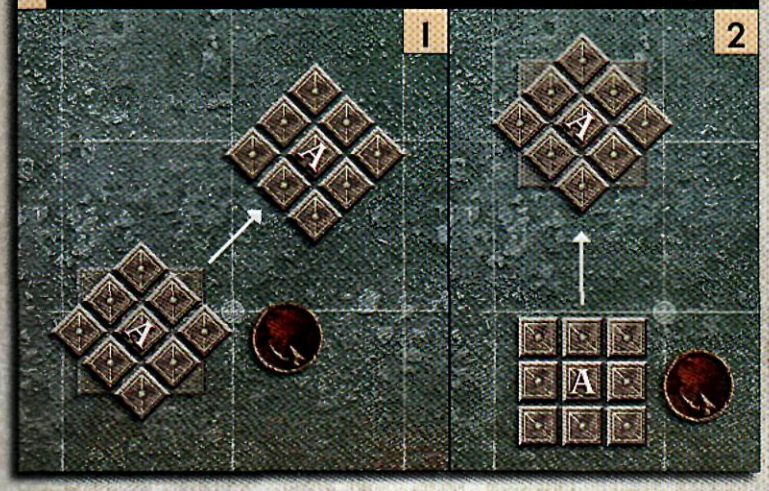
6.4.4 HALF-TURN

Any reorientation of more than a quarter-turn is considered to be a half-turn. A half-turn can only be made before carrying out an Order. A Unit cannot make a half-turn before charging.

Test: DIS/5. Units in scattered formation and detachments do not have to make this test.

If a Unit has received a "March" or "Run" Order, it can then be moved in the direction of its new orientation, but it suffers a penalty of -2.5 in its Movement rate (MOV -2.5 cm).

6•O REORIENTATION AND MOVEMENT



1. The skeleton warriors first reorient themselves using miniature A as an axis, and then they march.
2. The Unit marches and then reorients itself.

6.4.5 MOVING BACKWARDS

A Unit can only move backwards if it is carrying out a "March," "Run" or "Move and fire" Order. It is impossible to reorient before or after a backwards movement.

Test: DIS/6. Units in scattered formation and detachments do not have to make this test.

If the test is passed, the Unit moves backwards in the axis of its orientation a maximum distance equal to its Movement rate (MOV cm).

If this manoeuvre is combined with a "Move and fire" Order, then the Aim test's difficulty is increased by three points instead of one.

The width of the Unit's front can be changed when making a backwards movement.

6•P MOVING BACKWARDS

The Griffin fusiliers carry out a "Move and fire" Order and the Griffin player announces a backward movement (manoeuvre). The required Discipline test is passed: Unit A moves backwards following the axis of its orientation. The fusiliers can thus simulate a retreat covered by their sustained fire...

6.4.6 REGROUPING SEVERAL UNITS

Test: None.

Several Units of the same type can regroup. To do so, one of the Units must receive an "Immobile" Order. The Units that wish to join this one must receive a "March" or "Run" Order. If they come into contact with the first Unit, they automatically integrate, and from then on only form one single Unit.

Units of the same type that join together in a fray following a charge or an engagement can regroup.

A Unit in Rout cannot fuse with another Unit.

6.4.7 DIVIDING A UNIT

A Unit can be split into several other Units of smaller size as long as the total value of the troops making up each new Unit thus formed remains greater than or equal to 50 A.P.

A Unit in Rout cannot be divided.

6.4.7.1 Division of a Unit during the movement phase

Test: DIS/5

This kind of division can be attempted at the moment that the Unit carries out a "Charge," "Immobile," "March," "Run," "Move and fire" or "Fire" Order.

If the Discipline test is passed, the new Units must simultaneously carry out the Order given to their original Unit.

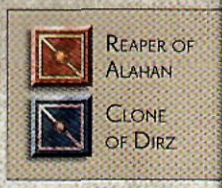
6.4.7.2 Division of a Unit during a thrust

This manoeuvre can be made even if the Unit has already made a manoeuvre during the movement phase.

Test: DIS/7

At the end of combat, the reapers of Alahan numbered from 1 to 6 are not in contact with an opponent. So they attempt to leave their Unit. The Discipline test having been successfully passed, these six fighters form a new Unit. As of the following round they will be able to move freely.

6·R DIVISION OF A UNIT DURING A THRUST



At the end of combats, after all thrust movements have been made, the fighters who are no longer in contact with an opponent can attempt to form a new Unit. If the Discipline test is passed, they form a new Unit that can receive Orders as of the next round.

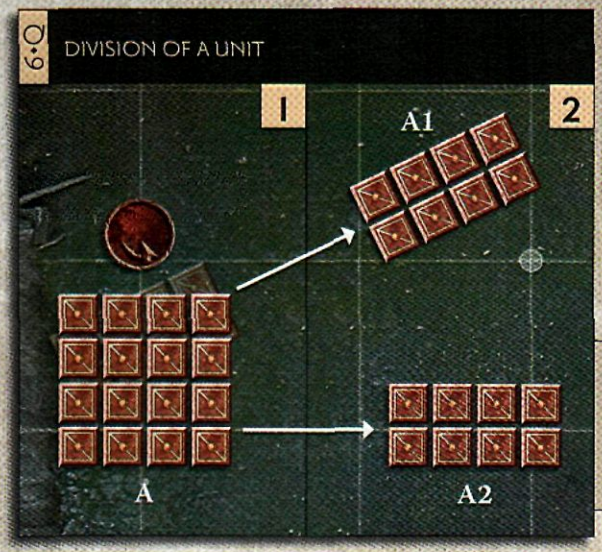
6.4.8 MOVING SIDEWAYS

This manoeuvre can only be made if the Unit has received a "March" or "Run" Order.

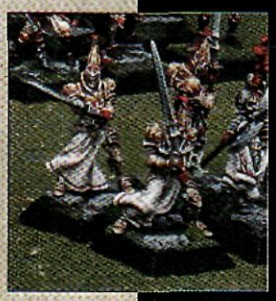
Test: DIS/7. Automatic for Units in scattered formation and detachments.

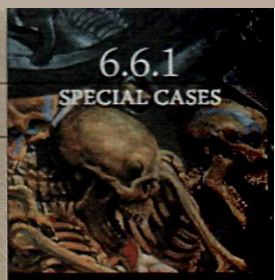
If the test is passed, the Unit makes the movement bound to its Order towards the left or the right without reorienting. It nevertheless suffers a penalty of - 2.5 in its Movement rate (MOV -2.5 cm).

6·Q DIVISION OF A UNIT



1. Unit A has received a "March" Order. Before carrying it out, it attempts to split in two. It successfully passes its Discipline test.
2. Each of the two newly created Units must then march. This movement is ideal for taking an enemy Unit in a pincer or for surprising your opponent by taking two objectives at once.





6.4.9 LEAVING A UNIT

Characters, Warrior-mages and **Warrior-monks** can freely leave a Unit if they wish. This action must be announced at the moment that the Unit they are leaving carries out an "Immobile," "March," "Run," "Charge" or "Counter-Charge" Order.

The fighter or fighters who wish to leave the Unit can then immediately and without making a test be given an "Immobile," "March," "Run," "Charge" or "Counter-Charge" Order, even if their Unit has received a different Order! They can also leave their Unit if it is involved in a fray. To do so they must make separate Disengagement tests.

If they manage to leave their Unit, they can form a new Unit of their own or join another one immediately or in a later round. The Unit they join cannot make any further movement in that round (excepting a thrust movement). It is impossible to join a Unit in Rout.

Standard-bearers and **musicians** can also leave a Unit in the same conditions. However, as long as they haven't joined either a commander of the same rank category to form a war-staff, or a Unit of a rank category equal or inferior to theirs, they cannot charge or engage an enemy Unit. They can, however, be charged or engaged in the normal way.

[6.5] MOVEMENTS

When a Unit carries out a "March," "Run," "Charge" or "Counter-Charge" Order, it makes a movement. Reorienting while remaining immobile or before firing is also considered a movement.

Moves are made depending on the fighters' Movement characteristic (MOV). This rate is expressed in centimetres.

All types of movement can be made on the ground or while flying. In the latter case, *Rag'Narok* distinguishes altitude levels.

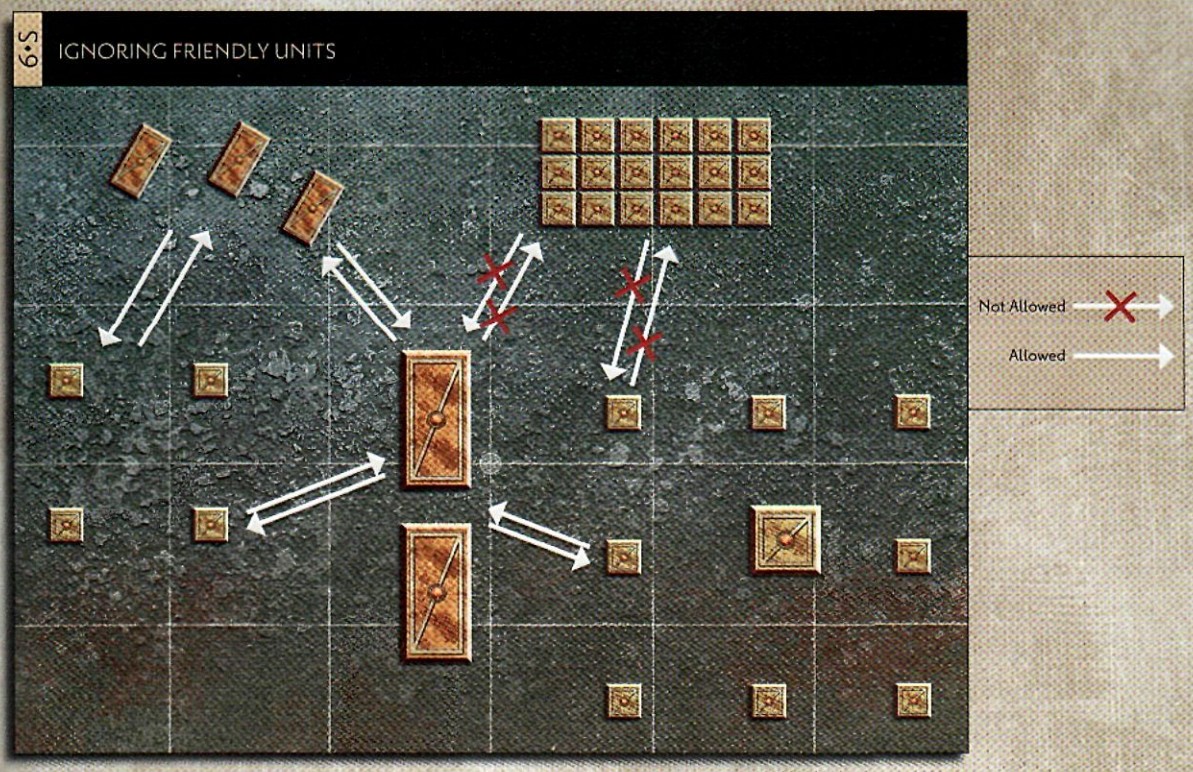
6.5.1 SPECIAL CASES

6.5.1.1 Moving through a friendly Unit

If a detachment or a Unit in scattered formation is standing in the way of a friendly detachment or a friendly Unit in scattered formation, then the Unit moving can make its movement without taking into account the friendly Unit being moved through.

It is impossible to charge through a friendly or enemy Unit unless it is a detachment. It is also impossible to move through a Unit involved in a fray.

6·5 IGNORING FRIENDLY UNITS



6.5.1.2 Ignoring obstacles

If an obstacle other than an enemy Unit is standing in the path of a Unit that is moving, then the fighters can ignore its presence if its width on the ground isn't greater than 5 cm. Thus, a Unit doesn't have to manoeuvre to move around a tree or a small boulder and can advance straight ahead without taking into account such an obstacle's presence.

6.5.1.3 Varying movements within a Unit

A Unit always moves at the speed of its slowest member. However, if an artefact, a special capacity, a spell or a miracle that slows him down or alters his charging capacity affects a fighter, then his Unit is allowed to leave him behind.

If the affected fighter is an Independent, he is then considered to be a new Unit.

If he isn't an Independent, then he can do nothing else but try to join his Unit again as quickly as possible. He receives no Order and his action is always Running. (No Discipline test is required). If he is charged or engaged before he has returned to his Unit, then he is considered to be a Unit all on his own for the calculation of his Unit's strength in Numbers and his Domination Factor.

As soon as he manages to return to his Unit, he automatically joins it again.

As long as he hasn't managed to return to his Unit, an isolated fighter cannot be counted in the calculation of the Unit's Domination Factor or its strength in Numbers.

6.5.2 IGNORING AN ENEMY UNIT

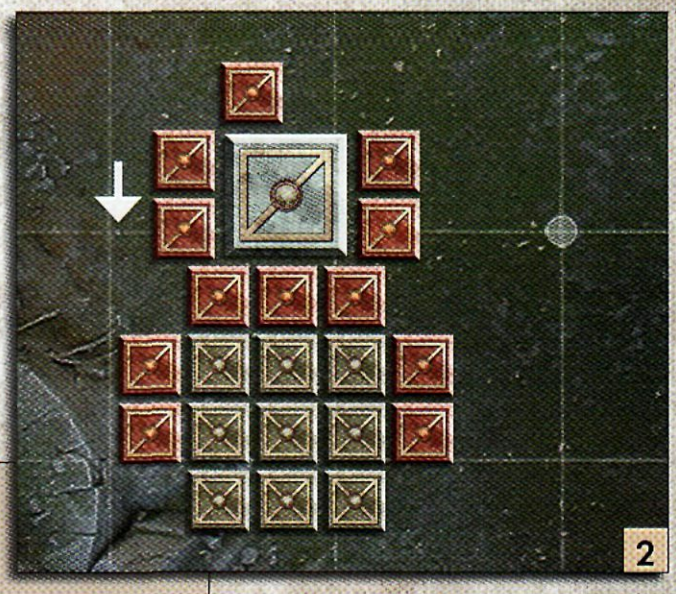
A Unit that charges must normally end its movement in contact with the first enemy Unit in its path. However, a Unit that obeys a "Charge," "Counter-charge" or "Run" Order can ignore the presence of a friendly or enemy Unit in its path if this "obstacle" is a detachment. The Unit that is charging can then continue its movement as if the obstacle weren't there.

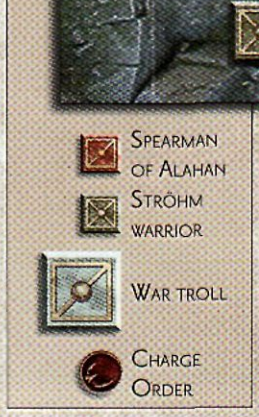
Yet if the Unit forming the obstacle is made up of fighters with a FEAR rate, then the Unit that wishes to ignore its presence must still make a Courage test. And inversely, if the moving Unit has a FEAR rate, then the ignored Unit must also test its Courage.

If one or several members of the Unit forming an obstacle are in contact with the Unit that has just charged, then they are considered to be engaged. However, they are counted in the calculation of the charged Unit's Domination Factor to determine if it suffers charge penalties or not.

6.T IGNORING ENEMY UNITS

1. Twelve spearmen of Alahan (Unit A) charge nine Ströhm warriors (Unit C). They are allowed to ignore the troll's presence because he is a detachment. The spearmen must nevertheless test their Courage since the troll (Unit B) has a FEAR rate.





2. The spearmen pass their Courage test. They charge the Ströhm warriors by moving around the troll. All spearmen whose charging capacity lets them reach a Ströhm warrior are placed in contact with a goblin. The spearmen of the rear-guard engage the troll. Unit A's Domination Factor is of 12. Unit B's is of 9 plus 2 for the troll. Because the spearmen's Domination Factor is higher than the goblins', the Ströhm warriors suffer the penalties due to the charge for the remainder of the round.

Only the dwarves of Tir-Nâ-Bor's endurance can contain the devastating fury of the Devourers of Vile-Tis.

The Alliance of Light unites the Lions of Alahan, the Griffins of Akkylannie and the Cynwäll elves in a merciless struggle against the living-dead of Acheron.

DIVINATION

Fighters who have a Spiral of Faith on their reference card are called faithful (or sometimes Warrior-monks). They can act during the divination phase. This chapter describes the beliefs that push the peoples of Aarklash to fight as well as the rules representing them in *Rag'Narok*. It does not have to be read before playing a first game. Indeed, only some parts on the rules concerning Orders and movement, firing and hand-to-hand combat may be necessary to allow Divination to be integrated smoothly.

The faithful have devoted their soul to the service of a god or a spiritual ideal. Their brothers can guess the burden that this can sometimes represent, but imagination alone is not enough to visualise the scope of their powers. A god's influence is universal and unlimited. One can know what to expect when facing a magician, but a faithful is able to make true miracles happen!

The faithful of Mid-Nor are often surrounded by creatures with various capabilities, such as these reapers who can fly.

[7.1] PROTECTORS OF THE FAITH

The faithful are often Characters: these are distinguished from other fighters by the fact that they have their own personal name. Like magicians, **they cannot counter-attack.**

Some faithful differ from their peers because their faith is a weapon in the battle that they have chosen to wage. This category of faithful is called Warrior-monks (see Abilities). These are not necessarily Characters, but they can counter-attack.

7.1.1 FAITH

The faithful and Warrior-monks have an additional characteristic: faith. Three numbers around the Spiral of Faith represent the faithful's degree of understanding of his divinity's three aspects. The number above the Spiral of Faith corresponds to **Creation**. The one to its left symbolises **Alteration**, and the one below the Spiral represents **Destruction**.

The higher the number corresponding to an aspect, the more the faithful is aware of his god's powers in the concerned domain. A faithful's aspect levels condition the type of miracles his god can make happen through him.

7.1.2 CULTS

The faithful's cult – the divinity to which he has vowed his soul – is indicated among his abilities. It is followed by a value representing the aura of faith that surrounds the faithful. This is expressed in centimetres.

EXAMPLE
Nerân the Scary, a faithful dwarf of Mid-Nor, has the "Faithful of Mid-Nor/10" ability. His aura of faith therefore reaches 10 cm around him.

[7.2]
ORDERS AND THE FAITHFUL

The faithful who act within a Unit are subject to the same Orders as it. However, they do not need to receive any particular Order to act during the divination phase.

A faithful accompanying a Unit of marksmen can also choose to ignore all firing Orders that would prevent him from calling a miracle. The rest of the Unit can then fire while the faithful concentrates on his call.

[7.3]
CALLING ON ONE'S GOD

7.3.1 DISTRIBUTION OF MIRACLES

When building his army, the player chooses which miracles he will give to his various faithful. Every faithful must have his own miracles. During a battle two faithful cannot swap their miracle cards, yet they can have identical ones.

A miracle bound to a given cult can be used by all of the faithful of this cult, and only by them. There are two particular cases concerning this rule:

- A miracle devoted to one of the three Alliances (Meanders of Darkness, Ways of Light, Paths of Destiny) can be used by all the faithful who follow the indicated path.
- A miracle of the Universal cult can be used by all the faithful without exception.

The faithful's aspect levels must be greater than or equal to those required by the miracles he wishes to acquire before the battle. A god cannot make miracles happen through a faithful who cannot understand him!

The number of miracles a faithful can have is unlimited. Miracles and magic objects have a cost in A.P. that is added to the faithful's overall value.

7.3.2 CALLING CONDITIONS

Calling on one's god demands conviction, concentration and application. During a same round it is impossible for a faithful to call a miracle and also to fire, run or charge. This does not concern miracles, abilities, magic objects and experience cards that affect Movement. Warrior-monks are also exempt from these restrictions.

The faithful can still use their miracles and censure in the usual way. On the other hand, a faithful who has fled at twice his Movement rate cannot call a miracle (unless he is a Warrior-monk).

Miracles happen during the divination phase, which takes place before the second firing and incantation phase and after the movement phase.

However, certain miracles can or must be called during a different phase (the movement phase, for example). In this case the text on the reference card takes precedence over the regular rules.

The faithful take turns making their miracles happen, starting with the one with the highest DIS. They then proceed in decreasing order. Any Discipline bonuses, such as abilities or supernatural effects, apply as usual.

The Priestess of Steel brandishes her blazing icon to protect her faithfulfrom the dreadful creatures that prowl the battlefields.

If several faithful in the same camp have the same DIS, then the player controlling them chooses in which order they call their miracles.

If there is equal Discipline in the two enemy camps, then the player who won the Tactical Roll acts first.

Fighters without a Discipline rate (Living-dead, Constructs...) are considered to have a DIS of 0.

A faithful cannot make a miracle happen if he is in contact with an opponent or if he has suffered a Damage Roll since the beginning of the round. Warrior-monks are not affected by these restrictions.

In order to make a miracle happen, the faithful must have a line of sight onto the target or be in base-to-base contact with it.

EXAMPLE
The Priestess of Steel, who has the "Faithful of Merin/10" ability, can decide to take miracles of the cult of Merin, the Ways of Light and the Universal cult. Her aspects are: Creation 0, Alteration 2 and Destruction 1. So none of her miracles can have a level higher than 2 in Alteration, than 1 in Destruction, or have any level at all in Creation.

PLEASE NOTE
Unless noted otherwise on the miracle's card, a faithful can call a given miracle only once per round, whichever it may be and whether the call is heard or not.

REMEMBER
Only Warrior-monks can call miracles when in hand-to-hand combat.

7.3.3 TEMPORARY FAITH

In order to call a miracle the faithful needs the faith of those around him. Without collective faith the god cannot intervene.

In game terms this means that the faithful's conviction when absorbed in his prayers is represented by his amount of Temporary Faith (T.F.), which depends directly on the faithful's rank and aura of faith as specified on his reference card.

7.3.4 CALCULATING TEMPORARY FAITH

Temporary Faith is calculated by counting the number of friendly miniatures of the same people located even partially at a distance equal to or less than the faithful's aura of faith. The faithful himself is counted in this total. The result is then modified according to the faithful's rank and by **rounding up to the higher integer.**

RANK	RATIO
Devout	1 T.F. point for every 3 miniatures within the aura of faith
Zealot	1 T.F. point for every 2 miniatures within the aura of faith
Dean	1 T.F. point for every miniature within the aura of faith

This new result is the total number of T.F. points the faithful has available for the divination phase being played.

You can place one or more d6 next to the faithful's miniature to represent his total number of Temporary Faith points.

EXAMPLE
The Priestess of Steel has four Griffin spearmen within her aura of faith, which is of 10 cm. With her ratio of 1 T.F. point for every three miniatures, she has two Temporary Faith points available.

Shaka-Morkhaï fired up the amok slayers' faith. Together they would attract Jackal's wrath onto the alchemical creatures that roam Bran-Ô-Kor.

7•A
FEARING NEITHER GOD NOR MAN

Creatures without Discipline, such as the Living-dead, are not counted for the calculation of a faithful's Temporary Faith. This rule also applies to elemental beings and to Stateless fighters.

The Discipline given to a Living-dead fighter by the Dark Stranglehold rule does not allow him to be counted in the calculation of a faithful's Temporary Faith.

7.3.5 DURATION OF TEMPORARY FAITH'S VALIDITY

Temporary Faith is calculated at the beginning of each round's divination phase. The points obtained are kept until the beginning of the next divination phase. Consequently, miracles that can be called during the movement phase are done so using the Temporary Faith points remaining from the previous round.

7.3.6 MERCENARIES, ALLIES, STATELESS FIGHTERS AND TEMPORARY FAITH

Mercenaries are only counted for the calculation of the Temporary Faith of the faithful of their own people of origin, or of enemy Iconoclasts.

If a Mercenary is not bound to any people, then he is counted in the calculation of the T.F. of the faithful who are friendly with the same Alliance as he is.

Allies and Stateless fighters are not counted for the calculation of the T.F. of their camp's faithful.

7.3.7 CALLING A MIRACLE

Every faithful can call one or several miracles during the divination phase, starting with the one with the highest DIS. A faithful can call a given miracle only once per round, no matter his rank and the number of miracles he has. He can choose not to call any miracles during a divination phase.

The faithful must have a line of sight onto the target and it must be within the miracle's range.

The player rolls 1d6 and adds the result to the faithful's Temporary Faith to equal or surpass the called miracle's difficulty. This roll is called the Divination Roll.

If the final result is less than the miracle's difficulty, then the faithful's god doesn't hear his prayers and the miracle doesn't happen.

REMEMBER
When making a Divination Roll a result of ⚅ can be rolled again. A result of ⚀ is always a failure, even after re-rolling a ⚅.

Countless dwarves proudly don the solid armour created by the artisans of Tir-Na-Bor while inspired by Uren, the god of the forge.

If the final result is greater than or equal to the miracle's difficulty, then it happens and its effects are applied.

7.3.8 FERVOUR

Calling a miracle consumes some of the faithful's Temporary Faith. Once the miracle's call has been heard, the miracle's Fervour value is subtracted from the faithful's amount of Temporary Faith. This can cause the faithful's T.F. to become less than 0 without any further consequences apart from preventing the faithful from calling miracles and using censure (see 7.3.11) until the next divination phase.

If the faithful still has Temporary Faith points left, he can attempt to call another miracle. He then uses his new amount of Temporary Faith points for the next miracle he wishes to call. Thus the faithful can call miracles as long as he has at least 1 Temporary Faith point left.

7.3.9 APPLYING THE EFFECTS

The miracle's target must meet all of the miracle's calling conditions. It must be visible when the miracle is called. The target must also be within the miracle's area of effect and range.

A successfully called miracle's effects apply immediately. If the targeted miniature's RES falls below 0 due to a miracle's effects, then it is immediately removed as a Loss.

7.3.10 STRENGTHENING THE BOND

To improve his chances of success, a player can sacrifice Temporary Faith points of the faithful making the call. When calling the miracle, he determines how many Temporary Faith points he wishes to spend. The faithful's Temporary Faith cannot become less than 1 in this way. The points spent are lost.

For every Temporary Faith point spent in this way the faithful gets one additional d6 for the Divination test of the miracle he wishes to call. The Divination Roll is then made using the faithful's new amount of Temporary Faith. The dice's results are not added together, but only the one with the best result is kept for the test of faith.

Some miracles allow Temporary Faith points to be invested during or after the test of faith in order to modify its effects. The consequences of these increases are specified on the miracle's card.

7.3.11 CENSURE

Very few individuals on Aarklash can get away with opposing a god's will. As soon as a miracle happens, nothing can stop it. Aware of this, the faithful keep a close eye on their enemy counterparts on the battlefield. When one of them begins calling on his god, the faithful only has a few seconds to react. He must then draw from his own devotion to try to neutralise his enemy.

During the divination phase, after his opponent has announced his intention to call a miracle with one of his faithful but before the Divination Roll is made, the player can apply censure. To do so he must spend Temporary Faith points of one of his faithful who has a line of sight, even a partial one, onto the enemy faithful calling the miracle. Every Temporary Faith point spent in this way cancels out one of the targeted faithful's Temporary Faith points.

Several faithful can join forces to neutralise their enemy's faith, the total amount of points spent reducing the censured faithful's Temporary Faith by the same amount.

If a faithful's Temporary Faith is reduced to 0 due to censure, then he can no longer call miracles in the divination phase being played.

[7.4] SPECIAL CASES

7.4.1 MERIN AND THE GRIFFINS OF AKKYLANNIE

The Griffins' reverence for their one and only god, Merin, is unwavering. The faithful of Akkylannie consider a result of ⚄ on their Divination Rolls to be equal to ⚅, and they can therefore roll them again if they wish.

7.4.2 THE DWARVES OF MID-NOR

The rise of the hero of the Mid-Nor dwarves to the status of divinity of Darkness is an ungraspable mystery to theologians. Yet he is indisputably present within the blackened hearts of all his children. The faithful of Mid-Nor also consider a result of ⚄ on their Divination Rolls to be equal to ⚅ and can therefore roll them again.

[7.5] COMMUNIONS

7.5.1 THE CONCLAVE

A conclave is the assembly of faithful who will perform the communion. It must be formed by the eminence and at least one disciple.

A faithful can join only one conclave at a time.

- The **eminence** is the faithful holding the communion card and who leads the ceremony. To do so he must be bound to the communion's cult. Any faithful, even a Warrior-monk, can be a communion's eminence. He is the one who makes the final roll to determine if the communion is successful or not. The eminence must draw from his own Temporary Faith to strengthen the bond if he deems this necessary.

- **Disciples** are the faithful who join the eminence to perform the communion.
  The conclave can gather as many disciples as the player wishes.
  The disciples absolutely must be of the same people as the eminence or be bound to the cult required by the communion. During the ceremony's performance they must remain within 10 cm or less of the eminence.

7.5.2 INITIATING A COMMUNION

A communion can be initiated at any time during the divination phase. A faithful can call miracles before initiating or joining a communion. But in order to initiate or join a communion, a faithful absolutely must have at least 1 Temporary Faith point available.

Initiating or joining a conclave does not require any test to be made. It is enough that the three sums of the conclave members' aspects must simply be equal to or greater than the values required by the communion for each of the three aspects.

A faithful can only join a communion at the moment that it is initiated. It is impossible to join a communion in progress.

A faithful in contact with an enemy cannot initiate or join a communion unless he is a Warrior-monk.

A conclave's members can do nothing else while performing a communion. Only censure is allowed.

PLEASE NOTE!
At no time during a communion may the Temporary Faith of any of the conclave's members become less than 1. Should this happen for any reason, then the communion is interrupted. Each of a conclave's members continues being counted in the calculation of his own Temporary Faith, that of the conclave's other members, as well as that of any other faithful able to use his faith.
The communion's target must be selected as soon as it is initiated, even if it isn't within its range yet. The range is only measured when making the call. However, at least one of the conclave's members must have a line of sight onto the target.

7.5.3 INTERRUPTION OF A COMMUNION

If one of the conclave's members is charged, engaged, wounded or killed, or if his Temporary Faith becomes less than 1, then the communion is interrupted. The Temporary Faith of each of the conclave's members then immediately falls to 0.

7.5.4 THE FINAL CALL

When a communion reaches its end, the eminence makes a Divination Roll using his Temporary Faith added to that of each of the disciples. He can, if he wishes, sacrifice additional Temporary Faith points to strengthen the bond. The points thus sacrificed must be subtracted from the eminence's T.F.

The communion's range can be measured from the eminence or any of the disciples as long as he has a line of sight onto the target. If none of the conclave's members sees the target or if it is not within range, then the communion is interrupted (see above).

If several communions must be resolved during the same phase, then this is done following the order of the eminences' DIS, like for a normal call.

7.5.5 COMMUNIONS AND CENSURE

It is impossible to censure a conclave's members. The only way to make a communion fail is by interrupting it.

7.5.6 COMMUNIONS AND FERVOUR

Once a communion has been performed, each of the conclave's members must subtract the Fervour specified on the communion's card from his T.F. If they still have Temporary Faith points left, they can call other miracles or even initiate or join another communion.

A same eminence can initiate the same communion only once per round. However, it is sometimes possible to increase a communion's effects while it is being called. This is then specified on the communion's reference card.

Misericord performs her miracles in the name of the mysterious Lodge of Hod.

EXAMPLE

A dwarf of Tir-Nâ-Bor Zealot initiates a communion of which he will be the eminence. The communion's aspects are: Creation 1, Alteration 2, Destruction 1.
The eminence's aspects (Creation 2, Alteration 1, Destruction 1) are not enough to call this communion. A provost of Uren joins him as a disciple. His aspects are: Creation 0, Alteration 1, Destruction 1. Thus the conclave has the following aspects: Creation 2, Alteration 2, Destruction 2. Together the eminence and the disciple have the aspects required to call this communion.
Thanks to the presence of numerous fighters of Tir-Nâ-Bor within their aura of faith, the eminence's T.F. is 8 and the disciple's is 5.
The player decides to strengthen the bond by sacrificing one of his eminence's T.F. points. The dwarven Zealot's T.F. therefore becomes 7 and he rolls two dice instead of only one to make the call.
When making the final call, the eminence's T.F. is added to the disciple's to give a total T.F. of 12 points. The communion's difficulty being 11, the player only needs a result of ⚂ or more (a result of ⚀ being an automatic failure).
The dice show a result of ⚂ and ⚄. The communion's call is therefore a success and its effects apply immediately.
The conclave's members must now subtract the communion's Fervour from their T.F. In this case the Fervour is 3. So the eminence still has 4 T.F. points left (7-3) and the disciple has 2 points left (5-3). They can now use these T.F. points to call miracles individually or to initiate another communion.

CRY HAVOC!

[8.1] CHARGE AND ENGAGEMENT

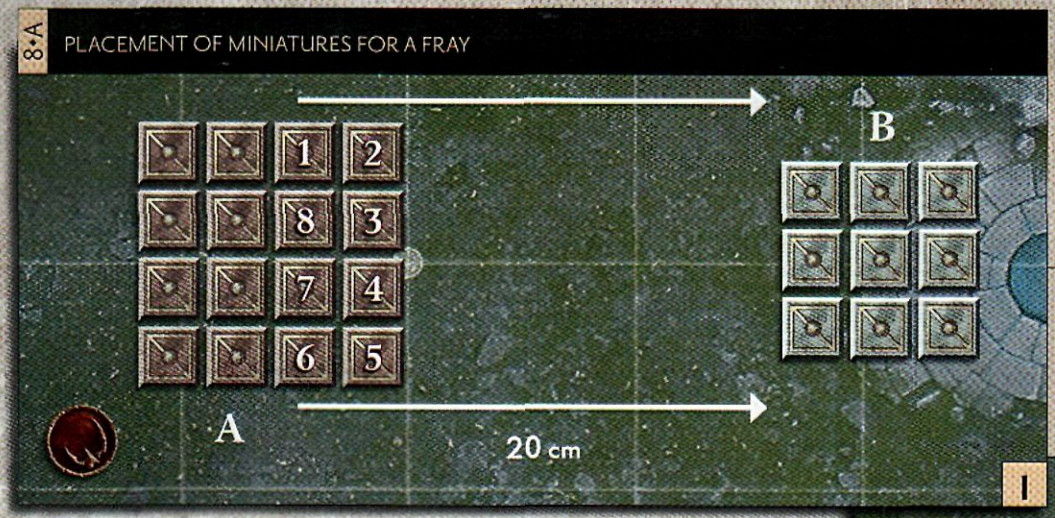
To charge an enemy Unit, a Unit must have received a "Charge" or "Counter-charge" Order. It must be able to see its target before it is moved.

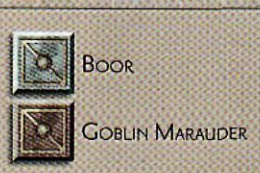
In some cases a charged Unit suffers penalties called **charge penalties**. And some abilities and special capacities only go into effect during a charge.

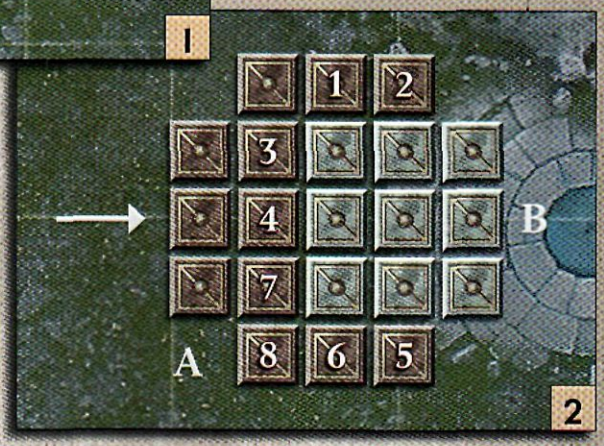
When a Unit comes into contact with an enemy Unit without having carried out a "Charge" or "Counter-charge" Order, it is an engagement. Contrary to a charge, an engagement never inflicts penalties on the fighters subjected to it.

A charge or an engagement causes a **fray** that is then separated into **combats**.

8•A PLACEMENT OF MINIATURES FOR A FRAY







1. The goblins (Unit A) announce a charge against the dwarves (Unit B). Each of Unit A's members has a charging distance of 20 cm to reach an opponent.

2. After measuring the distances separating the two Units' fighters, it happens that goblins 1 to 8 are able to reach an opponent. Because they aren't Independents they absolutely must be moved and placed into base-to-base contact with a member of Unit B. Yet miniature 8 cannot be placed in contact with an enemy fighter because all his potential opponents are already engaged. Unit A's other members can end their move anywhere within their movement capacity. Yet they must remain within formation distance of at least one other member of their Unit.

8.1.1 CHARGING OUT OF RANGE

When a Charge counter is revealed one must make sure that at least one of the members of the Unit that is about to be moved can be placed into base-to-base contact with one of the members of its target. If this is the case, then the Order is carried out. If not, then the Unit that must charge is moved in a straight line over a distance equal to twice its Movement rate. Its state then becomes **Disorganised**.

An opponent can only be charged by a flying fighter if both fighters are at the same altitude level or if only one level separates them when the charge is announced.

If the fighters are separated by more than one level, then combat is not possible.

PLEASE NOTE!

"In contact" does not mean that the bases must be touching each other. The posture of some miniatures can prevent them from being placed touching another one's base. As long as their bases are parallel to each other, two miniatures can be considered to be in contact with each other, even if there is a small space between their respective bases.

8.1.2 DIVE ATTACK CHARGE

A Unit located at level 1 or 2 can charge while making a dive attack at enemies located at the level directly below the one it is flying at. This attack is subject to the same rules as a regular charge.

When a fighter does a dive attack he benefits from +2 in INI, ATT and STR.

This bonus is only valid against miniatures in the Unit being charged and only until the end of the round.

If, at the end of fray splitting, the charged miniature is not engaged against the fighter who dive attacked, then the latter's bonus is cancelled.

PLEASE NOTE!

Two miniatures can be in contact with each other only if both are at the same altitude level. Encounters at levels 1 and 2 are simulated off the battlefield on another table. This allows in-flight hand-to-hand combat to be visualised without disturbing the positions of miniatures at level 0. If hand-to-hand combat takes place at level 1 or 2, then the fighters' flight Movement rate is used for thrust movements. Fighters cannot change altitude levels while making a thrust movement. Thrust movements are made in the usual way by moving the miniatures on the table where the aerial combats are being simulated. However, if a Unit disengages or uses its thrust movement to regroup, then this movement is simulated using a counter on the ground.

8.1.3 POSITIONING OF MINIATURES IN A FRAY

A Unit can charge or engage only one fray at a time. This means that a Unit can charge or engage two different Units only if they are initially both involved in one and the same fray.

When two Units come into contact with each other, the player controlling the Unit that has charged or engaged places his fighters in contact with his opponent's Units within the limits of his fighters Movement rates. Furthermore, he must move all his miniatures that are able to come into contact with an enemy fighter. Thus all miniatures that can be, must be placed into contact with an enemy miniature and therefore fight in the following hand-to-hand combat phase.

This obligation does not apply to Independents, who are not forced to risk their lives uselessly in a fray.

8.1.3.1 Positioning miniatures according to bases

Miniatures are positioned according to the size of their base. When a fighter charges or engages an enemy, then the front of the miniature representing him must be in contact with his target's miniature as much as possible.

There are 3 types of bases:

BASE	TYPE OF BASE
Square "1"	Infantry
Rectangle	Cavalry
Square "1.5"	Fighter of Large Size or Creature
Square "2"	Large Creature

A fighter on a cavalry base must always charge using the front of his base. However, he can engage up to two fighters on infantry bases by being positioned in base-to-base contact with them using one of his flanks.

A fighter charging or engaging opponents whose bases are smaller than his must be placed in contact with two miniatures, unless he charges a miniature located at the Unit's corner (see p. 88).

If fighters with bases of different sizes are next to each other in a same Unit, then the player controlling the fighter who is charging (or engaging) selects one of these two opponents to be his fighter's target.

Only miniatures that have been designated to be a charge's or engagement's targets are considered to be in contact with an enemy (see p. 88).

The only exception to this last rule concerns "Charge reception" Orders. Miniatures that are moved when carrying out this Order are considered to be in contact with their opponent.

If special rules apply to a fighter's charge (such as the effects of the "Brutish charge" ability), then the fighters who made the Charge Reception are subject to them.

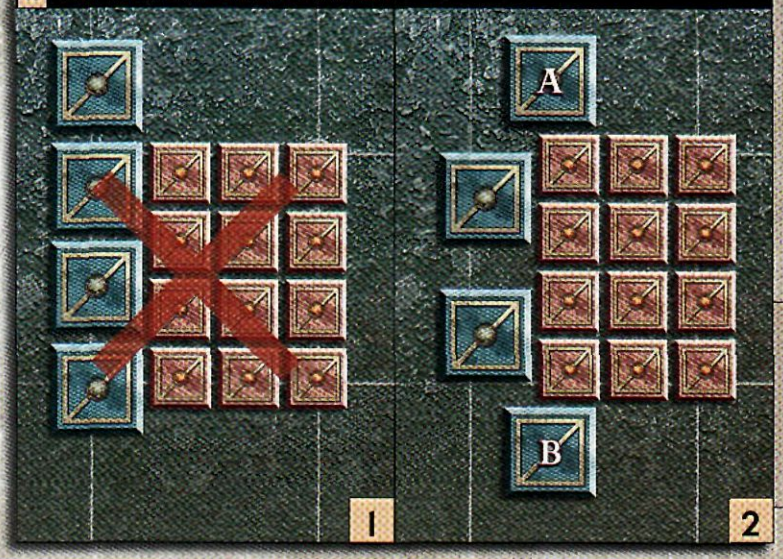
If the charged or engaged fighters are too far apart from each other, they must be repositioned closer together to allow them to be placed in contact with their opponents. This rule applies even if the targeted Unit was in scattered formation. Thus, to make combat clearer, a Unit in scattered formation must always be positioned in close formation **before** coming into contact with an enemy Unit. **Yet the Unit is still considered to be in scattered formation.**

When miniatures on infantry bases charge or engage opponents on cavalry (or creature) bases, they can be positioned freely with two opponents per side, and with only one at the front and back of cavalry bases.

8•B•1 PLACEMENT OF MINIATURES DEPENDING ON THEIR BASE'S SIZE • EXAMPLE 1

The war troll cannot charge or engage his two opponents at the same time like in figure 1. He must place himself into contact with one of the two as shown in figure 2.

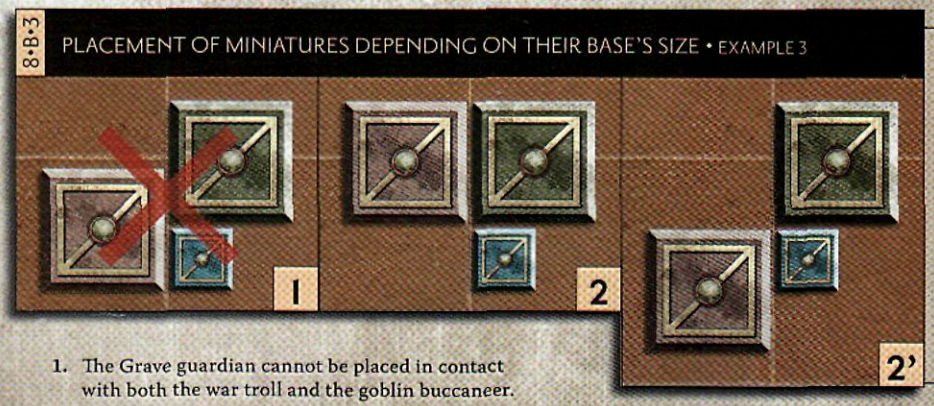
8•B•2 PLACEMENT OF MINIATURES DEPENDING ON THEIR BASE'S SIZE • EXAMPLE 2

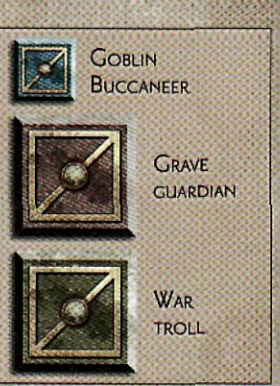


1. The fighters on creature bases cannot be placed in this way after a charge or an engagement. They must always be placed in a position of 1 against 2 if their opponents' bases are of smaller size. Having such a big base can be an advantage as well as a disadvantage!

2. In this case the only fighters on creature bases allowed to be placed in contact with only one opponent are miniatures A and B who are attacking the miniatures located at the corner of the enemy Unit. A wise positioning of your Unit can be a valuable asset in a case like this one.

8•B•3 PLACEMENT OF MINIATURES DEPENDING ON THEIR BASE'S SIZE • EXAMPLE 3

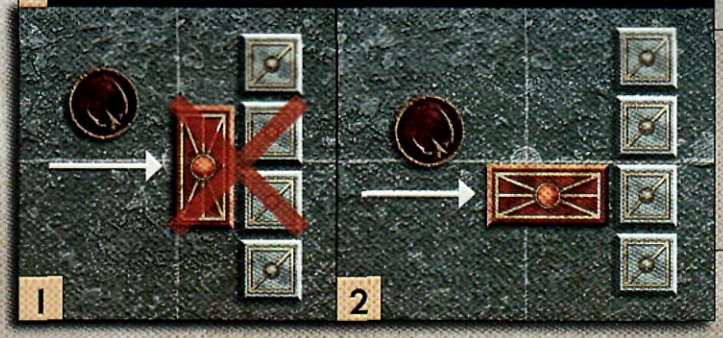


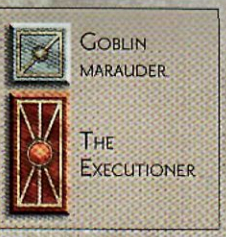


1. The Grave guardian cannot be placed in contact with both the war troll and the goblin buccaneer.

2. The Grave guardian must choose between the two enemy miniatures to be the target of his charge.

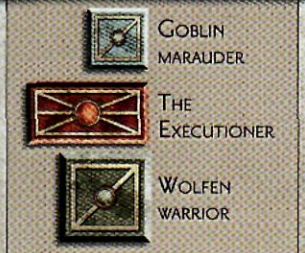
8·B·4 PLACEMENT OF MINIATURES DEPENDING ON THEIR BASE'S SIZE • EXAMPLE 4





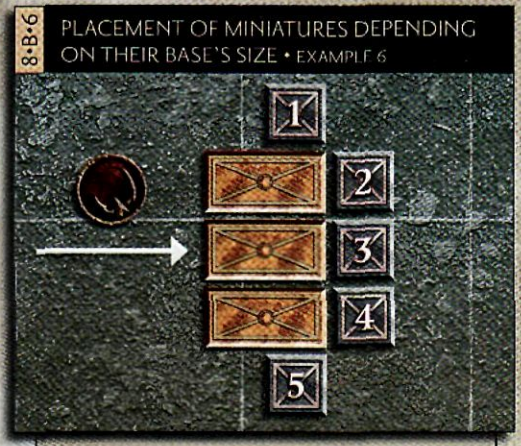
1. The Executioner cannot use the side of his base to charge two opponents at a time.
2. He must use the front of his base and can therefore charge only one opponent.

8·B·5 PLACEMENT OF MINIATURES DEPENDING ON THEIR BASE'S SIZE • EXAMPLE 5



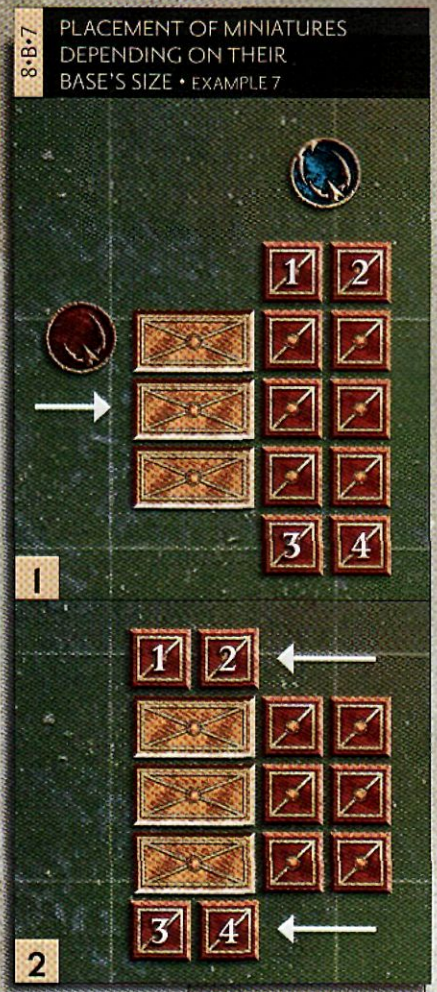
1. Because he is engaging, the Executioner can, in this case, be placed in contact with two opponents.
2. Yet such an action cannot be carried out against opponents on creature bases. He must choose one of the two to be the target of his engagement.

8·B·6 PLACEMENT OF MINIATURES DEPENDING ON THEIR BASE'S SIZE • EXAMPLE 6

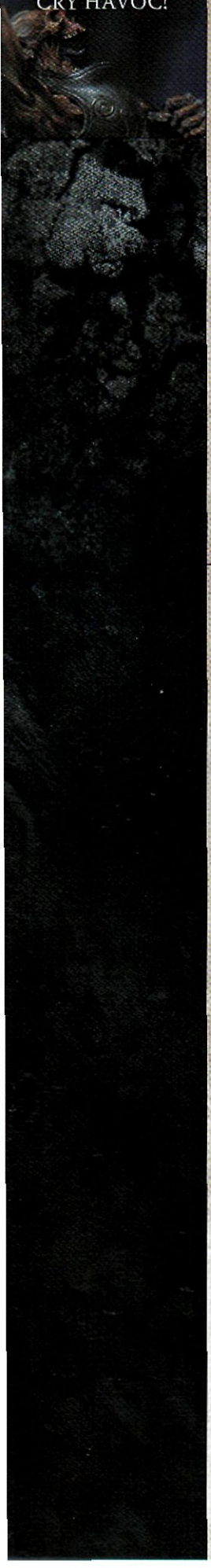


The three centaurs on cavalry bases have charged fighters 2, 3 and 4. Miniatures 1 and 5 are not considered to be in contact with their opponents.

8·B·7 PLACEMENT OF MINIATURES DEPENDING ON THEIR BASE'S SIZE • EXAMPLE 7



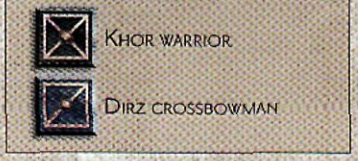
1. Three Kelt centaurs have just charged a Unit of spearmen of Alahan who were given a "Charge reception" Order.
2. The spearmen pass their Discipline test and therefore can proceed with their charge reception. Spearmen 1, 2, 3 and 4 are placed in contact with the centaurs. The centaurs nevertheless benefit from the effects of the "Brutish charge" ability against the spearmen who are placed touching their flanks. The encounter looks like it's going to be merciless!



8•B•8

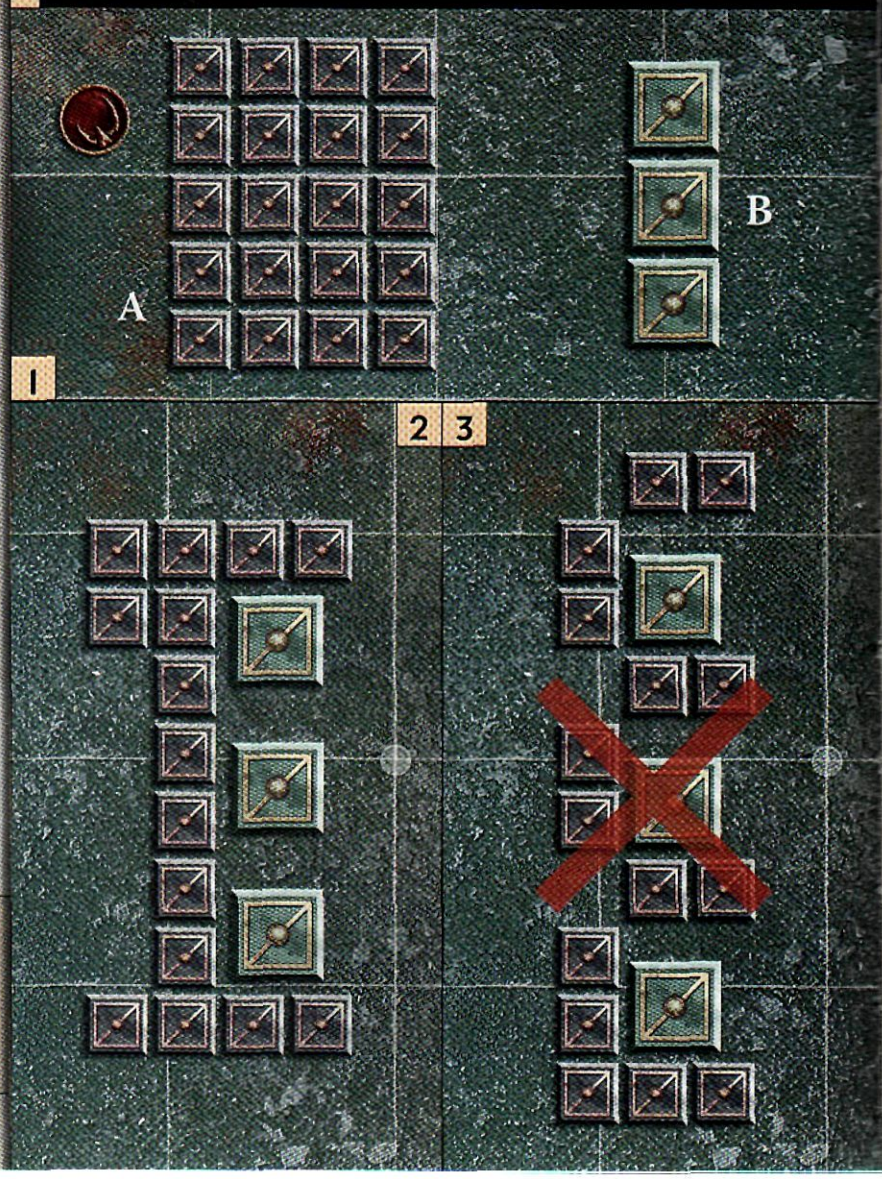
PLACEMENT OF MINIATURES DEPENDING ON THEIR BASE'S SIZE • EXAMPLE 8

1. The Khor warriors (Unit A) charge the Dirz crossbowmen (Unit B) who are in scattered formation.
2. After having made sure that Unit A is truly within charging range, the members of Unit B are positioned in close formation. They nevertheless suffer the penalties bound to scattered formation.



8•B•9

PLACEMENT OF MINIATURES DEPENDING ON THEIR BASE'S SIZE • EXAMPLE 9



1. The morbid puppets (Unit A) charge a group of Wolfen warriors (Unit B).
2. Player A is allowed to slightly move Unit B's miniatures apart to allow his fighters to be placed in contact with them.
3. Yet he is not allowed to move enemy miniatures apart in such a way as to let fighters be inserted between them.

8.1.3.2 Formation distance

When a Unit charges or engages an enemy Unit, then each of its members must end his movement within less than 2.5 cm of another member of his Unit.

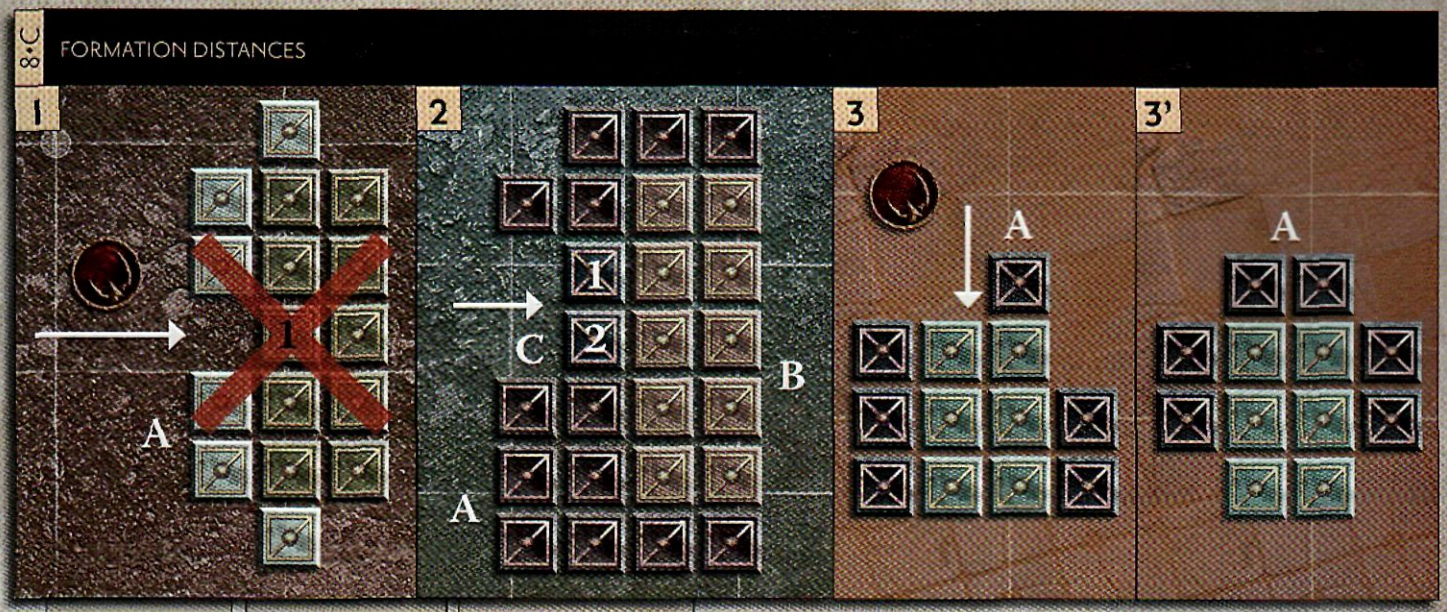
However, this rule does not apply if an obstacle forces the Unit to split or if the fact that leaving a space allows its members to come into contact with more opponents.

8.1.3.3 Counter-charge

There are two situations where a "Counter-charge" Order can be carried out: when faced with a charge and when faced with an engagement.

- If a Unit has been given a "Counter-charge" Order and an enemy attempts to engage it, then the player ordering the counter-charge positions his fighters as he wishes.
- If a counter-charge was made against a charge, then each every Unit must make an Initiative Roll. The winner of this test positions his fighters as if he had just charged his opponent. For this test it is the INI rate of the Unit's troops that must be used, and not that of any Independents who may be accompanying it.

8.C FORMATION DISTANCES



ORC WARRIOR
GOBLIN MARAUDER
ORC BRUISER
DIRZ HALBERDIER
SKORIZE WARRIOR
KERATIS WARRIOR
JACKAL WARRIOR

1. Unit A has just charged. However, its members are not allowed to be positioned is such a way as to avoid combat with miniature 1. As the Watcher says so well: "In combat, moderation is an absurdity!"

2. Miniatures 1 and 2 make up Unit C and were already in contact with Unit B when the Unit A announced its charge. So Unit A's members are allowed to split their Unit in order to reach more opponents. This combat technique, which is very prized by the dwarves of Tir-Nâ-Bor, lets one call on very small and resilient Units to block more numerous Units long enough for the main army to arrive in reinforcement.

3. Here Unit A's members are allowed to ignore the formation distances if this lets them come into contact with a greater number of opponents than in figure 3'.

8+D FEAR AND COURAGEOUS UNITS

A FEAR-INSPIRING UNIT ANNOUNCES A CHARGE OR ENGAGEMENT OF A COURAGEOUS UNIT

THE DISTANCE BETWEEN THE TWO UNITS IS MEASURED

- OK
- DISTANCE TOO FAR → for the unit charging

COURAGE ROLL

- FAILED
- SUCCESSFUL → CONTACT

COU < FEAR	COU ≥ FEAR	COU > FEAR
+ DF of Unit with COU < DF of Unit with FEAR	or DF of Unit with COU ≥ DF of Unit with FEAR	+ DF of Unit with COU > DF of Unit with FEAR
for courageous Unit	for courageous Unit	CONTACT
THE COURAGEOUS UNIT IS ALREADY **ACTIVATED?**	CONTACT + penalty	
YES → CONTACT + penalty	NO →	

A COURAGEOUS UNIT ANNOUNCES A CHARGE OR ENGAGEMENT OF A FEAR-INSPIRING UNIT

COU < FEAR	COU ≥ FEAR	COU > FEAR
+ DF of Unit with COU < DF of Unit with FEAR	or DF of Unit with COU ≥ DF of Unit with FEAR	+ DF of Unit with COU > DF of Unit with FEAR
for courageous Unit	for courageous Unit	CONTACT

- Disorganisation
- Rout
- Control
- Flee
- Immobile
- Courage
- Fear

DF = Domination Factor

8.1.3.4 Differences in FEAR within a fray

When a courageous Unit charges or engages a fray in which one or several fear-inducing enemy Units are involved, it must make a Courage test. This test must be made even if the courageous Unit doesn't come into contact with one of the fear-inducing Units. The FEAR and the Domination Factor taken into account for this test are then those of the fear-inducing Unit with the highest Domination Factor.

Likewise, when a fear-inducing Unit charges or engages a fray, all the courageous enemy Units involved in this fray that haven't resisted its FEAR yet must make a Courage test, even if none of their members are in contact with the fear-inducing Unit.

8.1.3.5 A Unit in a terrible state

If the courageous Unit fails its test to charge or engage a fear-inducing enemy (and the result is Rout or Control), then the Unit remains immobile. If the result is Valour, then the Unit can charge or engage its target in the usual way.

If, during the same round, a Unit fails its Courage test made to charge or engage a fear-inducing Unit and is then charged or engaged by a different fear-inducing Unit, it must make another Courage test. If this one is passed successfully, then the Unit remains in the state it was in right before, but it isn't made immune to the FEAR rate it has just resisted. If it fails, then the Unit's reaction must be redefined, but the new state must only be applied if it is worse than the preceding one.

EXAMPLE
A Unit in a state of Control cannot end up in a state of Valour after a new failure of a Courage test. It can, however, suffer the effects of Rout.

If a Unit that is already involved in a fray against a fear-inducing Unit is charged or engaged by an opponent whose FEAR is even greater, then a new Courage test must be made. The new test's result is applied only if it is worse than the first one.

8.1.4 ATTACK ORIENTATION

A fighter is considered to be in contact with another only if one of the four sides of his base is in contact with one of the four sides of his enemy's base. Miniatures cannot fight diagonally.

8.1.5 CHARGE PENALTIES

The combat characteristics of a Unit being charged can end up being reduced. This penalty represents both the physical impact caused by the charge and the psychological shock on the fighters. It applies to all members of the Unit and not just those who are in contact with the enemy fighters who charged them.

- **A Unit that is charged by an enemy Unit whose Domination Factor is greater than or equal to its own** suffers a -1 penalty in INI, ATT and DEF for the rest of the round during which it was charged. (These characteristics cannot, however, become less than 0 due to this penalty.)
- All of the Unit's members (including Independents) suffer this penalty, even if they are not in contact with opponents who charged them in this round.
- **If the Domination Factor of the charging Unit is less than that of the charged Unit,** then the latter does not suffer any penalties.

If a Unit charges two enemy Units involved in the same fray, then the Domination Factors of these two Units are added together. Only the Domination Factors of the Units concerned by the charge are counted in the calculation of the charge penalty.

This penalty is determined when the charging Unit comes into contact with its opponents.

A Unit cannot accumulate charge penalties. So even if it is charged by two Units in the same round, the Unit only suffers a -1 penalty in INI, ATT and DEF (and not -2).

[8.2] HAND-TO-HAND COMBAT

In order to understand how a hand-to-hand combat phase unfolds, the exact definition of the following terms is important. A fray is a group of miniatures that are fighting against each other.

The term **combat** designates all of the fighters whose attacks and defences are resolved at the same time. For every **camp** a same combat can only involve fighters with the same profile.

8.2.1 FRAY SPLITTING

EXAMPLE
A Unit of 16 spearmen of Alahan is charged by a Unit of 9 Wolfen warriors. The spearmen are of Normal size: their Domination Factor is therefore 16 x 1 = 16. Being of Large size, the Wolfen have a Domination Factor of 9 x 2 = 18. Since theirs is higher than that of the spearmen, the latter suffer charge penalties until the end of the round. No one can ignore the strength of Yllia's warriors!

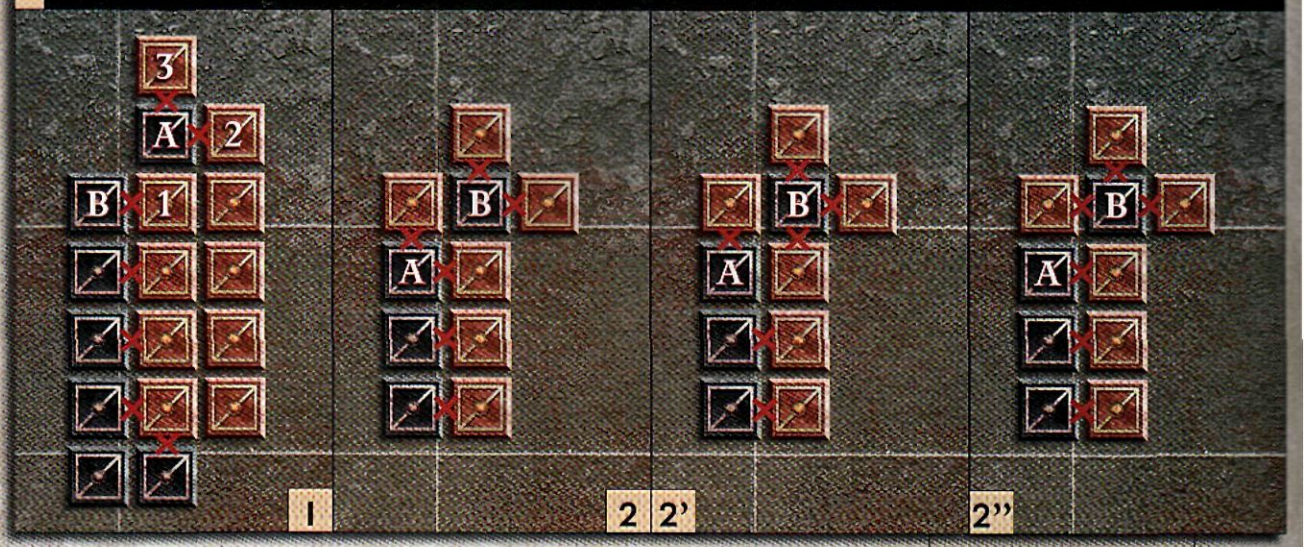
EXAMPLE
A Unit of orc brutes charges a Unit of Kelt Fiannas. Then the orcs are charged by a Unit of Kelt centaurs. All miniatures belonging to these three Units make up a one single fray.

It is up to the winner of the Tactical Roll to select within each fray the miniatures that will fight against each other. At the outcome of this splitting, two enemy fighters can still be in base-to-base contact with each other, but without being able to fight against each other. From then on a fighter cannot attack other fighters except those who have been assigned to him in the fray splitting, even if he is in contact with them.

A fighter who was in contact with at least one opponent before fray splitting absolutely must participate in a combat after the splitting.

The fray must be split at the beginning of every hand-to-hand combat phase. It can thus happen that a warrior doesn't fight with the same opponent from one round to the next if another miniature has come into contact with him in the meantime.

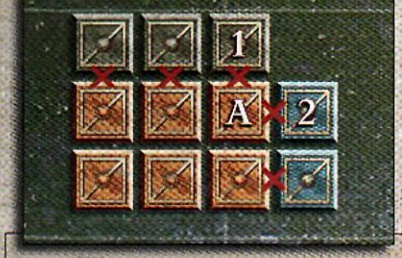
8•E FRAY SPLITTING



1. Each miniature is engaged in a combat against those it is in contact with. Only the sentinel of Mid-Nor A is in a particular position. He is touching Griffin templars 1, 2 and 3. Yet sentinel of Mid-Nor B is also touching miniature 1. In this combat, the templar 1 is considered to be fighting against sentinel B since he is the only miniature touching his base. Sentinel A is then fighting against templars 2 and 3.

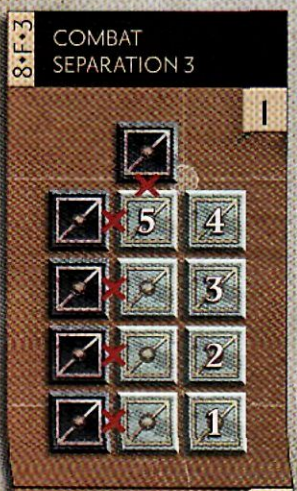
2. Sentinels of Mid-Nor A and B are touching the same opponents. The combat can therefore be organised in three different ways. The winner of the Tactical Roll gets to choose how it is split.

8•F•1 COMBAT SEPARATION 1

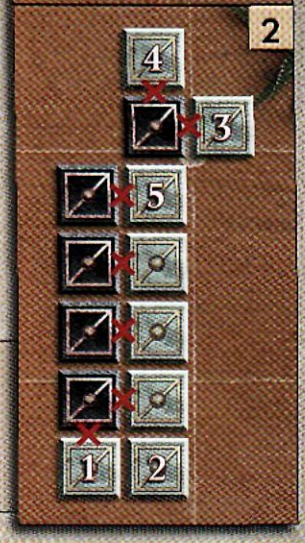


After the fray has been split, miniature A, a spearman of Alahan, is involved in combat against miniature 1, a goblin marauder, and miniature 2, a goblin with ball and chains. Having only one combat die, the player controlling the spearman must decide if he will use it against either opponent 1 or opponent 2.

8•F•3 COMBAT SEPARATION 3

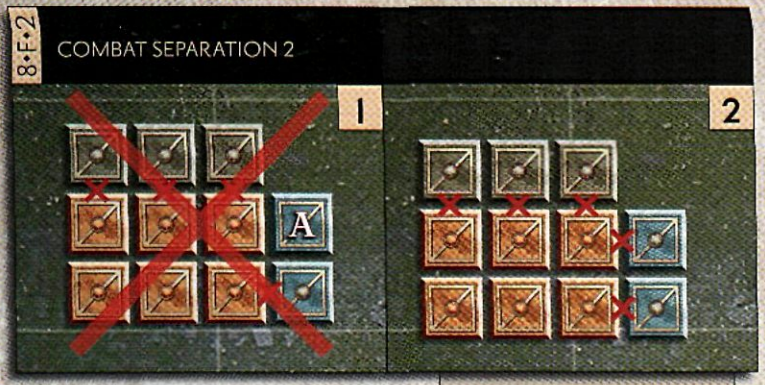


1. In this round of hand-to-hand combat, thermo-warrior 5 finds himself involved in a combat against two opponents.

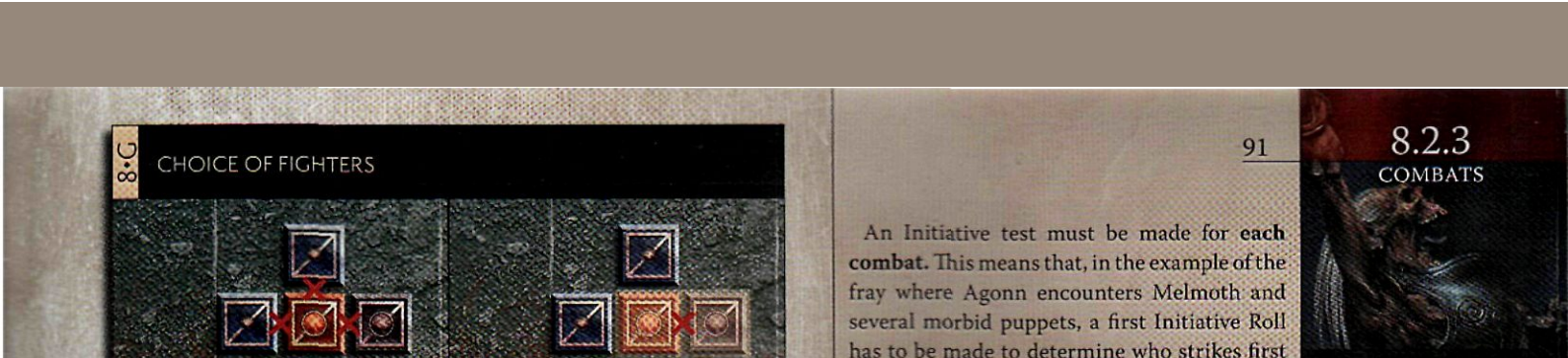


2. In the following round, thermo-warriors 1, 2, 3 and 4 moved to come into contact with enemy fighters, thus requiring the fray to be split anew.

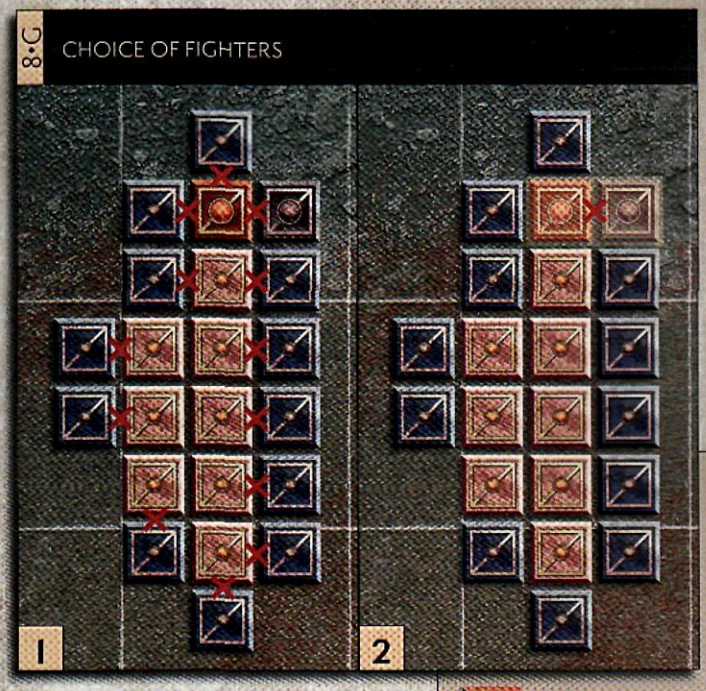
8•F•2 COMBAT SEPARATION 2



This fray cannot be split in this way because miniature A absolutely must take part in a combat as shown in figure 2.



8•G CHOICE OF FIGHTERS



1. The spearmen of Alahan commanded by Agonn the Ardent are involved in a fray with morbid puppets led by Melmoth. After fray splitting, Agonn is in contact with Melmoth and two morbid puppets. Eight spearmen of Alahan are in contact with ten morbid puppets.
2. The Alahan player wins the Tactical Roll. First he designates Agonn and then Melmoth. So the first combat will oppose Agonn against Melmoth. The morbid puppets touching Agonn will fight at a later time.

AGONN THE ARDENT

MELMOTH

MORBID PUPPET

SPEARMAN OF ALAHAN

8.2.2 CHOICE OF COMBATS

The combats are then resolved for every type of fighter involved in the fray. The winner of the Tactical Roll first selects a fighter profile (or an Independent) among his miniatures. Then he selects an enemy fighter profile (or Independent) in contact with the ones he selected among his own miniatures.

The term "combat" is important: a combat always involves one fighter profile against another profile. A combat can never include differing fighter profiles of the same camp.

If the effects of a spell, miracle, object, ability or special capacity affect some fighters, then they must be the objects of separate combats, like Independents.

8.2.3 COMBATS

8.2.3.1 Initiative test

For each combat the players do an Initiative test to determine which camp strikes first. If several fighters of either camp take part in this combat, only one test is made for all of these fighters. The winner of this Initiative test does his Attack tests first.

EXAMPLE
In the combat opposing him to Melmoth (Acheron), Agonn (Lion) gets a result of ⚂ on his Initiative Roll, which, when added to his INI of 4, gives a final result of 7 for the Lion player. His opponent gets a 2, which gives him a final result of 6 when added to Melmoth's INI of 4. Therefore the champion of Alahan wins this test.

An Initiative test must be made for **each combat.** This means that, in the example of the fray where Agonn encounters Melmoth and several morbid puppets, a first Initiative Roll has to be made to determine who strikes first in the combat between Agonn and Melmoth. Then, if the Lion champion survives this first combat, another Initiative Roll has to be made for the combat between Agonn and the morbid puppets.

8.2.3.2 Combat dice

Once the Initiative test has determined who attacks first (**the attacker**), each player must announce how the combat dice of those fighting in this combat will be used.

Every fighter has at least one combat die (see Conscription Sheet) that he can use to attack or defend himself.

If, at the end of fray splitting, a fighter is engaged against several opponents with varying characteristics, this means that he can potentially take part in several combats. The player controlling him must then choose for which combat(s) he will use the combat dice he has available. This choice is made after each Initiative test involving this fighter, but before placing his dice in attack or defence. The player can then decide to use all or a part of his dice for this combat. He can also choose to use none at all and keep them for a different combat.

A fighter who does not have any combat dice left at the beginning of a combat can neither attack nor defend himself.

8.2.3.3 Attack or defence?

The loser of the Initiative test must announce first if he will be using his combat die or dice to attack or defend. A fighter who has at least two combat dice can choose to distribute them as he wishes between attack and defence.

Then it is the winner of the Initiative test's turn to do the same.

8.2.3.4 Attack resolution

Once the combat dice have been placed in attack and defence, the camp that won the Initiative test can attack. If it hasn't placed any dice in attack, then the opposing camp can attack.

To attack, the player must announce a common level of difficulty for all of the attacks his fighters will attempt to make. He then does an Attack test with every die he has placed in attack.

EXAMPLE
The Initiative test has determined that Agonn (Lion) is the attacker in the combat between him and Melmoth. Despite the presence of two morbid puppets in contact with him, the champion of the Lion announces that he is using his two combat dice for this combat against his enemy. Melmoth, who doesn't have any other opponent but Agonn, also uses his two dice.

EXAMPLE
Melmoth having lost the Initiative test against Agonn, the player controlling him must announce first how he will use his combat dice. The Acheron player decides to place one die in attack and the other in defence. Being cautious, his opponent places his dice in the same way for Agonn.

EXAMPLE
In the combat opposing him to Melmoth, Agonn has won the Initiative test and one die has been attributed to his attack. The Lion player chooses a level of difficulty of 8, meaning that with his ATT of 5 he will need a result of ⚃ or more on his roll to succeed his attack.

8•H
NOTE FOR *CONFRONTATION* PLAYERS

The *Confrontation* rule stating that the minimum level of an Attack Roll is equal to the opponent's Defence if the latter has placed at least one die in defence does not apply in *Rag'Narok*. Whatever his opponent's DEF may be, a fighter can always choose the level of difficulty he wishes.

Nevertheless, the minimum difficulty of an Attack Roll is equal to 0.

EXAMPLE
A swordsman of Alahan (ATT 3) is combating a Khor warrior on razorback (DEF 6). The swordsman can still attempt an attack with a level of difficulty lower than his opponent's Defence/DEF value (5 for example). The defender then passes his Defence tests with a result of ⚅ or more on his roll of the dice (since a result of ⚀ is an automatic failure).

8.2.3.5 Defence resolution

If at least one of the attacker's attacks is successful, the defender can use all or a part of the dice he has placed in defence to try and parry the blows.

No matter how many of the attacker's attacks are successful, the defender can use all of the dice he has placed in defence (even if the number of attacks is lower than the number of defences). There are, however, cases in which the defender had best keep some defence dice since some miniatures are able to make counter-attacks (see p. 96).

Any dice that haven't been used can then be used to protect against a counter-attack.

To pass his Defence tests, the defender must also equal or surpass the level of difficulty announced by the attacker by adding the result of a d6 to his DEF.

Every successful defence cancels one attack.

EXAMPLE
In the combat opposing him to Melmoth, Agonn has succeeded his attack (difficulty 8). Melmoth, who has placed one die in defence, must now parry. This action has the same difficulty level as Agonn's attack. With a DEF of 4 he needs a result of ⚅ or more on his die roll. A ⚄ is rolled for the Crâne warrior and he therefore manages to parry Agonn's attack.

Defence dice that haven't been used during a combat (if the attacker fails his Attack test, for example) can be used in a different combat in the same round. However, a defence die held in reserve in this way remains a defence die. It cannot be used to attack except when counter-attacking.

This rule cannot allow a fighter to keep more defence dice than he can normally have.

8.2.3.6 Measuring Losses

For every successful attack that isn't parried by the opponent, the attacker rolls 1d6 and refers to the *Wound Table*. He may choose to roll his results of ⚅ again to increase the strength of his fighters' attacks.

A result of ⚀ on this die does not mean an automatic failure. The number of wounds inflicted must simply be read in line 1 in the table unless the attacker has the "Brutal" ability.

EXAMPLE
Agonn's attack has been executed. It is now Melmoth's turn to attack (ATT 6). The Acheron player still has one attack die and he chooses a difficulty level of 10. He therefore needs to get a ⚅ or more on his die roll. Unfortunately he gets a ⚃. His attack is therefore a failure. Agonn's defence die won't have to be used. The Lion player can then use it for the combat opposing him against the two morbid puppets.

PLEASE NOTE!
A fighter cannot keep combat dice from one game round to another.

8•I
RENOWNED EQUIPMENT

Sacred weapons: When a Damage Roll is inflicted using a sacred weapon, the target's Resilience/RES is divided by two and rounded up to the higher integer.

Sacred armour: The wearer of sacred armour gets the "Immunity/Exceptional Wounds" ability. When a fighter made immune to Exceptional Wounds is subjected to a Damage Roll, the player rolls 1d6. On a result of ⚄ or ⚅ this Damage Roll is cancelled.

WOUND TABLE

D6 RESULT	STR – RES																
	-/-20	-19/-18	-17/-16	-15/-14	-13/-12	-11/-10	-9/-8	-7/-6	-5/-4	-3/-2	-1/0	1/2	3/4	5/6	7/8	9/10	11/+
1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1
2	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	1	1
3	-	-	-	-	-	-	-	-	-	-	-	1	1	1	1	1	2
4	-	-	-	-	-	-	-	-	-	1	1	1	1	1	1	2	2
5	-	-	-	-	-	-	-	1	1	1	1	1	1	1	2	2	2
6	-	-	-	-	-	-	1	1	1	1	1	1	1	2	2	2	2
7	-	-	-	-	-	1	1	1	1	1	1	1	2	2	2	2	3
8	-	-	-	-	1	1	1	1	1	1	1	2	2	2	2	3	3
9	-	-	-	1	1	1	1	1	1	1	2	2	2	2	3	3	3
10	-	-	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4
11	-	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4
12	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4	5
CONFRONTATION EFFECTS																	

EXAMPLE

The combat between Agonn and Melmoth ends with a tie. But the Lion champion's troubles aren't over yet. The combat opposing him against the two morbid puppets must now be resolved. Agonn (RES 7) has already used his combat dice against Melmoth. He does, however, have one defence die left. Not being able to attack, no Initiative test is required. The morbid puppets (STR 5) each have a combat die placed in attack. Both of their Attack tests are passed. Agonn manages to parry one of these two attacks, but not having enough dice to defend himself, the second one needs a Damage Roll to be made. The Damage Roll's result is read in the "-3/-2" column in the *Wound Table*. The Acheron player gets a result of ⚄ on his Damage Roll. So Agonn is inflicted with a Wound. Being a Character of Normal Size, two more will have to be inflicted on him for him to be killed...

If the Damage Roll is rolled again, for example after having rolled a ⚅ on the first roll, and the second roll gets a result of ⚀, then the number of wounds inflicted must also be read in line 1.

The result of every die roll is compared to the attacker's STR minus the defender's RES in the *Wound Table*. The number obtained in the table indicates the number of Wounds suffered by the victim.

Whatever the number of Wounds obtained in the table, a same Damage Roll can eliminate only one fighter.

If a fighter who can endure several Wounds is hit, place a counter on his base or his reference card. He does not suffer any penalties but is removed as a Loss should he suffer enough Wounds later on. The player whose fighters inflict the Wounds distributes them among the attack's targets as he wishes. He can thus choose to affect a fighter who is already wounded. However, a fighter can only be wounded if an enemy fighter able to attack is really in contact with him at the time that the Wounds are distributed.

8.2.3.7 Devastating attack

It can happen that an attack inflicts an opponent with more Wounds than are needed to kill him. In this case the attacker gets an additional attack die that he must use immediately.

This devastating attack can then be used against any enemy in contact with the fighter. However, it can only target fighters who have been assigned to the attacker during fray splitting.

No Initiative test is needed; the fighter benefiting from the additional attack die automatically attacks first. A devastating attack's difficulty level and Strength/STR are the same as those of the attack that caused it.

The new opponent can defend himself if he still has combat dice left in reserve.

These additional dice can allow a fighter to attack a fighter anew against whom he has already fought in the same round.

PLEASE NOTE!

To gain a devastating attack one must have caused more Wounds than are needed to kill an opponent with a single Damage Roll. If several attacks have been made, then only those that meet this condition cause devastating attacks. To determine if an attack has caused "more Wounds than are needed to kill the opponent," the number of Wound levels the target still has must be taken into account.

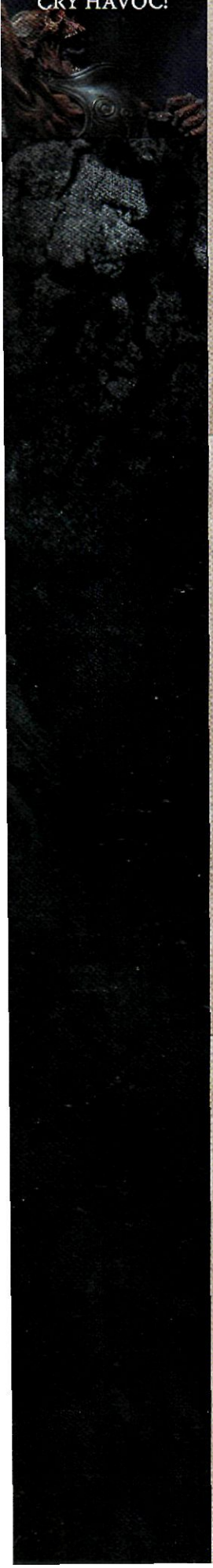
EXAMPLE 1

A minotaur is combating a Wolfen warrior who hasn't suffered any Wounds yet. The minotaur inflicts the Wolfen with two Wounds with a single Damage Roll. Since the Wolfen has two Wound levels, these two Wounds are enough to kill him but do not cause a devastating attack.

EXAMPLE 2

A minotaur is combating a Wolfen warrior who has already suffered a Wound. The minotaur inflicts the Wolfen with two Wounds with a single Damage Roll. Since the Wolfen has only one Wound level, these two Wounds kill him and cause a devastating attack for the minotaur.

1. A black troll finds himself in contact with five morbid puppets and Melmoth. The player controlling the troll wins the Tactical Roll. He decides that the first combat will oppose him to the morbid puppets. The Acheron player wins the Initiative test and places the morbid puppets' dice in attack. Having confidence in his troll's Resilience, the troll player also places his two combat dice in attack. Thanks to his Resilience (RES 14), the puppets do not manage to inflict him with the slightest wound. Now the black troll can strike back.
2. One of his attacks fails but the second one is successful. His Damage Roll indicates two Wounds. Because one Wound is enough to destroy a morbid puppet, the troll pulverises one and gains a first devastating attack that he immediately uses, again against the morbid puppets.
3. He succeeds his attack and gets a ⚂ on the Wound Table. Another morbid puppet is reduced to dust and the black troll gains a second devastating attack that he uses against Melmoth.
4. Melmoth is a Character. He therefore has two combat dice available to him. He uses one of them to try and parry the troll's blows, but fails. The troll gets a ⚅ followed by another ⚅ on the Wound Table. So he inflicts Melmoth with four Wounds, which is more than enough to send him back to his grave.
5. The black troll gains a third devastating attack die that he can use against the remaining morbid puppets. He tramples a third one by getting a single Wound on the Wound Table. A last morbid puppet is eliminated, but the combat ends here.



8•I•2 DEVASTATING ATTACKS 2

1. Dawn warriors 1, 2, 3 and 4 make three Damage Rolls against their opponents. Of these three rolls, one doesn't cause a Wound and the other two indicate 2 and 3 Wounds respectively. One Wound being enough to kill their opponents, these two results have the potential to each provide a devastating attack.

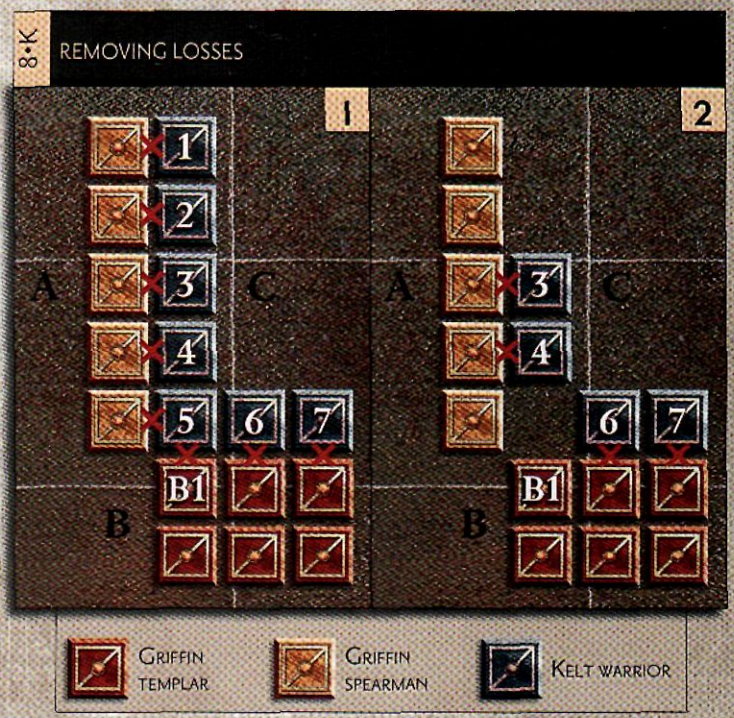
2. Two Losses must therefore be removed. Miniatures B and C are selected by the player who caused the Wounds.

3. Dawn warrior 1 has eliminated an opponent by inflicting him with more Wounds than are necessary, and is in contact with a different fighter. He can therefore make a devastating attack on miniature A. Dawn warrior 2 has also eliminated an opponent by inflicting him with more Wounds than are required, but he does not have any potential opponents left. Miniature D cannot be targeted by this attack since it was not involved in the same combat as fighter 2 after the fray was split.

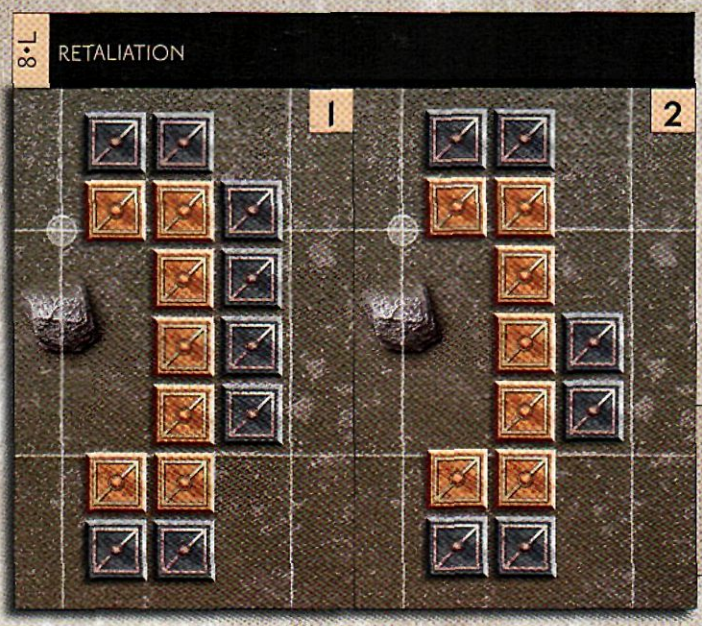
1. A group of Kelt warriors (Unit C) is involved in a fray against Griffin spearmen (Unit A) and templars of the Inquisition (Unit B). Kelt 5 is involved in a combat against two opponents with different characteristics. He must therefore choose against which of the two he will use his combat die. The combat between Unit A and Unit C is resolved first. However, after the Initiative test, it is decided that fighter 5 will keep his die for the combat that will oppose him to the templar of the Inquisition (Unit B). At the end of the first combat, Unit A has inflicted the Kelt warriors with three Losses. The player controlling the fighters who caused them selects these Losses among miniatures 1, 2, 3, 4 and 5.

2. The player chooses miniatures 1, 2 and 5. Kelt warrior 5 is removed as a loss before having been able to use his combat die: this d6 is lost. In the combat between Units B and C, the templar of the Inquisition B1 no longer has an opponent left. Therefore he cannot participate in the combat.

8•K REMOVING LOSSES



8•L RETALIATION



1. Seven spearmen of Alahan and eight morbid puppets clash in a combat. The spearmen win the Initiative. The puppets nevertheless place their eight combat dice in attack. The spearmen place five of their combat dice in attack and two in defence.

2. The spearmen attack first and cause two losses among the morbid puppets. There are only six morbid puppets left for eight attack dice. Two of these attack dice are therefore lost.

If this new attack eliminates its target by inflicting more Wounds than needed, then the fighter gains another devastating attack, and this continues in this way until the fighter no longer meets the conditions needed to gain a devastating attack or if he no longer has any potential victims.

The effects of the "Born killer" and "War fury" abilities do not apply to devastating attacks. Thus, an additional attack die cannot be rolled again thanks to either of these abilities.

If several attacks made by the same fighter target a single opponent, then all attacks that inflict more Wounds than needed to kill the target count as devastating attacks.

If several fighters attack at the same time and succeed devastating attacks, then the player controlling them must decide which miniatures benefit from the additional dice.

8.2.3.8 Removing Losses

The choice of the miniatures to be removed is left to the attacker. Losses must be selected among those that are in base-to-base contact with the miniatures that have just attacked.

A miniature can be removed with the Losses even if it hasn't actively participated in the combat. Losses are removed **immediately,** but the miniatures must be kept near the fray. It is indeed important to remember how many Losses were inflicted by each camp at the end of combats.

8.2.3.9. Retaliation

Once the winner of the Initiative test has attacked, it is the loser's turn to retaliate if he has attack dice left.

If a camp suffers Losses before having made its Attack Rolls, then it can happen that some of its attack dice have to be discarded.

In a combat, the number of attack dice that a camp has available cannot be more than the number provided by the miniatures that can still attack (meaning the fighters who are valid and who are in contact with an enemy involved in the combat being played).

Once the first combat has been resolved, the winner of the Tactical Roll selects another combat and this is repeated until all the fray's combats have been resolved. All frays are resolved in this way.

EXAMPLE
Killyox is a Wolfen Character who has the "Born killer" ability. He is in contact with a guard of Alahan and three royal guards of Alahan. *The first combat opposes* him against the guard of Alahan. Killyox wins the Initiative Roll. The guard of Alahan's only die is placed in defence and Killyox's three dice are placed in attack. Two of these attacks are successful and the guard of Alahan doesn't manage to defend himself. The first Damage Roll results in a [⚅] and the second one in a [⚂]. The two attacks cause more Wounds than needed to kill the guard of Alahan. So Killyox gets two devastating attack dice that can be used against the royal guards of Alahan.

PLEASE NOTE!
In order to benefit from a devastating attack, a fighter must have eliminated an opponent. Therefore, to give a fighter a devastating attack, one of the opposing miniatures that was involved in a combat against him after fray splitting absolutely must have been removed from the game as a Loss during the combat that has just been resolved.

EXAMPLE 1
Seven guards of Alahan combat nine morbid puppets. The guards of Alahan win the Initiative. The morbid puppets' see four of their dice placed in defence and five in attack. The guards of Alahan are then given two dice in defence and five in attack. They succeed all their attacks. Four Defence Rolls are made for the morbid puppets, but none is successful: the guards of Alahan kill five morbid puppets. So there are four morbid puppets left for five attack dice. Each morbid puppet only having one combat die available, these four morbid puppets can only have a maximum of four attack dice..One attack die is therefore discarded.

EXAMPLE 2
Nine Griffin duellists confront three flesh eaters of Vile-Tis. The Griffin duellists win the Initiative Roll. The flesh eaters of Vile-Tis have two dice in defence and four in attack for this combat. The Griffin duellists have four dice in defence and five in attack. The Griffin duellists succeed four attacks. Two Defence Rolls are made for the flesh eaters of Vile-Tis. Only one is successful. Despite this the Griffin duellists manage to kill one flesh eater of Vile-Tis. There are therefore two flesh eaters of Vile-Tis left for four attack dice. Each flesh eater of Vile-Tis having two combat dice available, these two fighters can therefore have a maximum of four attack dice. So in this case no attack dice are discarded.

[8.3]
ADVANTAGES OF CHARACTERS

When fighting in hand-to-hand combat, Characters are subject to the following rules.

8.3.1. ADDITIONAL COMBAT DICE

In addition to the combat dice they normally have available, Characters can benefit from an additional die by sacrificing ATT and DEF points. The Character must then subtract two points from each of these characteristics. This modification lasts until the end of the round being played. This die can be used to either attack or defend.

REMINDER
A Character cannot reduce one of his characteristics to less than 0 in this way. Consequently, a Character whose ATT or DEF is lower than 2 cannot benefit from an additional die.

This action must be announced when the Character places his combat dice in attack and defence. The die thus gained is added to those that the Character has available and can be used for any combat in which he participates.

Once a Character has made an Attack or Defence test, he can no longer acquire additional dice during the same hand-to-hand combat phase.

Whatever his characteristics may be, a Character can acquire **only one single additional combat die.**

EXAMPLE
Melmoth, a Crâne warrior (Acheron Character), is involved in a combat against three goblin marauders. He normally has two combat dice available, but the Acheron player decides to obtain a third one by reducing his Character's ATT (6) and DEF (4) by two points each. So Melmoth's ATT becomes 4, his DEF becomes 2, and he has three combat dice available until the end of the round.

8.3.2 COUNTER-ATTACK

A Character (unless he is a magician or a faithful) can try to counter-attack instead of simply defending himself. The player controlling him must announce this before making his Defence Rolls. Warrior-mages and Warrior-monks can counter-attack even if they aren't Characters.

The difficulty of the Defence Rolls when countes-attacking is increased by two points. Each success cancels an enemy attack (like a normal defence does), AND also allows an additional attack die to be gained against the opponent whose attack has just been parried.

If a Character has placed several dice in defence, he can, if he wishes, counter-attack with some and defend himself normally with the others. The combat dice assigned to the counter-attack must then be designated before making the Defence Rolls.

EXAMPLE
Pillgrim the One-Eyed, a dwarf of Tir-Nâ-Bor Character, is involved in a combat against two halberdiers of Mid-Nor. Pillgrim the One-Eyed (DEF 5) has two combat dice that the Tir-Nâ-Bor player has placed in defence. The halberdiers of Mid-Nor succeed their attacks with a difficulty of 6. The player controlling Pillgrim the One-Eyed decides to parry the first one in the normal way and to attempt a counter-attack against the second one. To parry the first attack of a difficulty of 6 he must get a ⚂ or more on the Defence Roll. For the counter-attack the difficulty level is increased by two points. It thus goes from 6 to 8. So Pillgrim the One-Eyed needs to get a result of ⚄ or more on the Defence Roll for his counter-attack to succeed.

8.3.3 MASTER STRIKE

If a Character has at least 2d6 in attack, he can try to deal a master strike. A single Attack Roll is made and all other attack dice are lost. If the opponent does not parry the attack made, then the difficulty chosen for the Attack Roll is added to the attacker's Strength/STR for the Damage Roll to follow.

EXAMPLE
Agonn the Ardent (Lion) confronts a Khor warrior (Dwarf) in singular combat. The champion of the Lion wins the Initiative but the Dwarf player, being confident in his Khor warrior's RES (10), still places his combat die in attack. So the Lion player places Agonn's two combat dice in attack and announces that he will attempt a master strike. He sets a difficulty of 8 and gets a ⚅ on his Attack Roll. Thanks to Agonn's ATT of 5 the attack is a success. The master strike being successful, the difficulty announced for Agonn's attack is added to his STR. This attack's total Strength is therefore 13! There is a good chance that even the dwarf's heavy armour won't be able to resist an assault of such strength.

[8.4] COMBAT OUTCOME

When all combats involving the fighters of a same fray have been resolved, combat outcome determines which camp takes the advantage in a fray. Combat outcome is determined in a global way, meaning no matter how many Units are involved in a fray.

8.4.1. DETERMINING THE WINNER

The camp that has inflicted the most Wounds onto its opponent wins the combat outcome. However, only the Wounds really needed to kill a fighter are taken into account.

EXAMPLE 1
A Wolfen zombie kills a spearman of Alahan by inflicting him with three Wounds. One single Wound is enough to kill a spearman of Alahan, so it only counts for 1 in the Wound count at combat outcome.

EXAMPLE 2
A Wolfen zombie suffers a Wound. Because he can endure two of them, he is not killed. Yet this Wound is only counted at combat outcome if the Wolfen zombie does not manage to regenerate (see Abilities).

EXAMPLE 3
A Wolfen zombie who was not wounded yet suffers two Wounds. He then counts for 2 in the Wound count at combat outcome if he does not manage to regenerate.

EXAMPLE 4
A Wolfen zombie is already wounded at the beginning of the hand-to-hand combat phase. He suffers three further Wounds and is flattened. Because only one Wound was missing to kill him, he only counts for 1 in the Wound count at combat outcome (unless he manages to regenerate).

8.4.2 COURAGE TEST

If, at combat outcome, the loser's camp's Domination Factor is less than that of the winner, every Unit of the loser's camp involved in the fray must make a Courage test with a difficulty of 6. If the winner's Domination Factor is greater than the loser's by 10 points or more, then the test's difficulty becomes 8.

For every Unit that must make this test, the following modifiers apply:

- If the Unit is in **scattered formation:** +1 on the test's difficulty.
- If the Unit's state is **"Disorganised":** +1 on the test's difficulty.
- If the Unit's state is **"Control":** +1 on the test's difficulty.

If the loser does not have to make a Courage test or if the test is passed successfully, then the players go directly to the thrust (see below).

If the loser fails his Courage test, he immediately suffers the effects of Rout (see States). He cannot make a thrust in this round. A Unit in rout does not flee immediately after the end of combat. If it does not manage to rally during the following rallying phase, it must try to disengage from the fray. Only then does it make its fleeing movement.

8.4.3 THRUST MOVEMENT

At combat outcome the miniatures belonging to the Units involved in a fray can move in the conditions described below. This movement is called the **thrust movement.**

When making a thrust movement, every fighter in the fray who is not in contact with an enemy can move a distance equal to MOV cm.

The player who has "taken the advantage" at combat outcome can choose either to let his

8•M ROUT IN A FRAY

A Unit in Rout while it is in a fray does not flee immediately. It must first manage to disengage.

When making a forced disengagement, the type of disengagement (by evasion or by force) is not chosen by the player.

- **If the troops' INI is greater than or equal to their STR, then the Unit must attempt to disengage by evasion.**
- **If the troops' INI is strictly inferior to their STR, then the Unit must attempt to disengage by force.**

- **If the disengagement attempt fails, the Unit remains in the fray. Its members suffer the penalties due to Rout and cannot attack, not even using the "Counter-attack" or "Ambidextrous" abilities.**
- **If the disengagement attempt is successful, the fighters march towards the nearest edge of the tabletop. If some miniatures are "lagging behind" because of their position in the fray, they must be repositioned within formation distance of their Unit.**

Whichever the case may be, a Unit making a fleeing movement moves around all Units, friend or foe, and avoids all obstacles in its way. It nevertheless conserves the same formation and the same organisation as at the moment that it was put into Rout.

8•M•1 HAND-TO-HAND COMBAT

If it is involved in a fray at the beginning of a round, a Unit in Rout automatically receives a "Disengage" Order if it fails its Rallying test. This Order is not subtracted from the number of Orders to which this Unit's camp normally has the right.

- **If the Unit successfully carries out this Order, it immediately flees.**
- **If the Unit fails its Disengagement test, it must place all its combat dice in defence during the next hand-to-hand combat phase. (In no way can a fighter in Rout make a counter-attack, not even using the "Ambidextrous" ability.) Moreover, it suffers all the penalties bound to Rout.**

8•M•2 COMBAT OUTCOME

At the combat outcome, a Unit in Rout is automatically at a disadvantage. If two Units in Rout are involved in a fray against each other, then neither of the two takes the advantage and neither of them makes a thrust movement. The two Units only seek to do one thing: disengage.

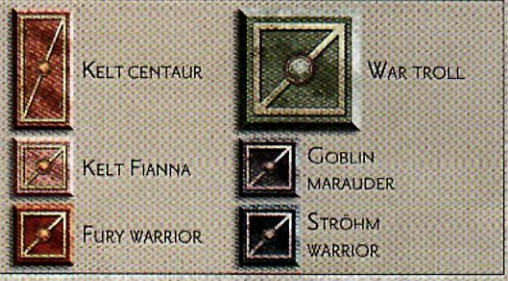
8•M•3 THRUST MOVEMENT

A Unit in Rout can never make a thrust at the end of a hand-to-hand combat phase.

8•N COMBAT OUTCOME

1. The goblins have suffered five Wounds while the Kelts have only suffered three. The combat outcome gives the goblin camp the disadvantage.

2. Each camp's Domination Factor must be calculated in order to determine if the loser has to make a Courage test. Among the goblins there are eighteen fighters of Small Size and one of Large Size. Their Domination Factor is therefore equal to 20. Among the Kelts there are eighteen fighters of Medium Size and three of Large Size. Their Domination Factor is therefore equal to 24. The goblins have a lower Domination Factor than their opponents, so each of their Units involved in this fray must make a Courage test with a difficulty of 6 (since the difference between the Domination Factors is less than 10).



opponent move his miniatures first or to move his own first. If neither of the players has taken the advantage, then the winner of the Tactical Roll decides who moves his miniatures first.

This movement can bring fighters to engage other enemies, but these absolutely must be in the same fray.

A fighter who is already in a position allowing him to combat an opponent cannot make a thrust movement.

The members of a Unit in Rout cannot make a thrust movement.

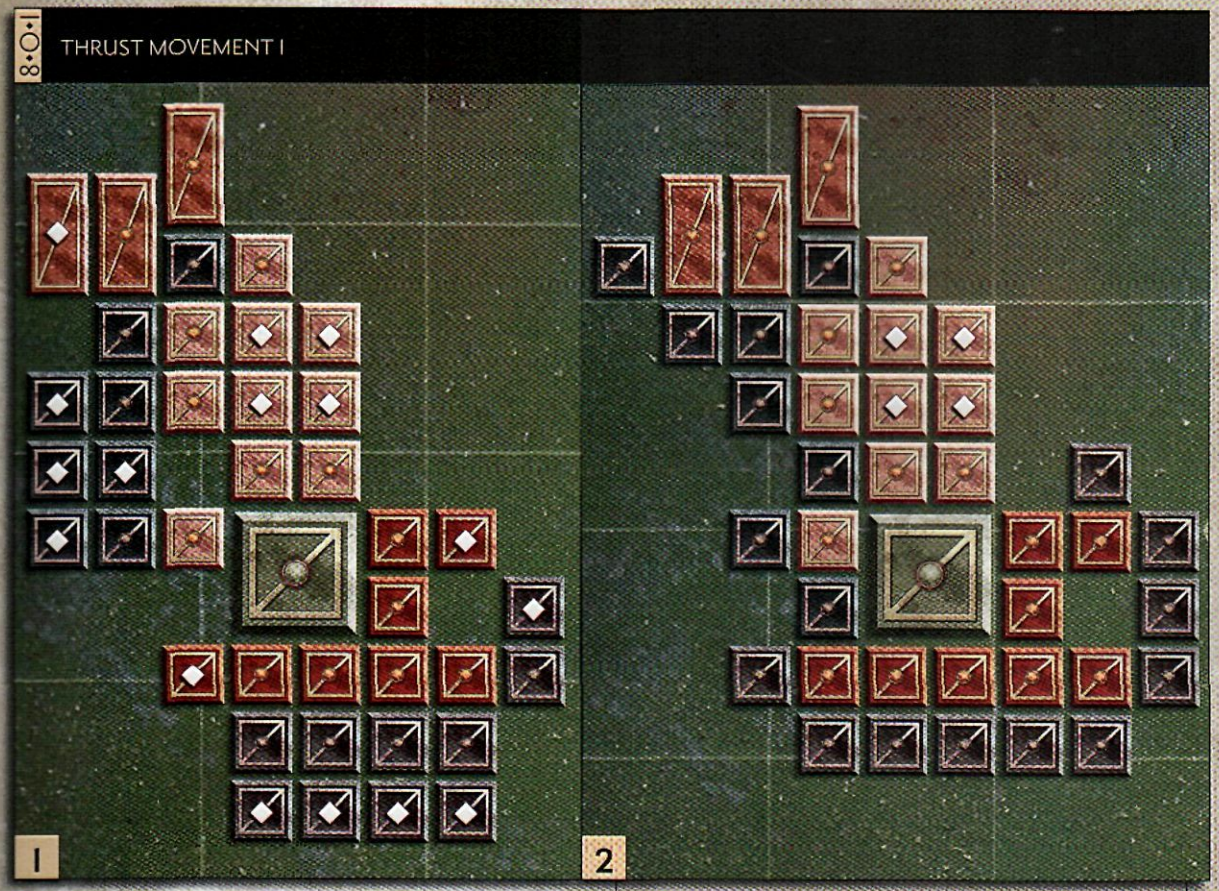
When making a thrust movement the fighters must move forwards. **They cannot move backwards** unless this allows them to engage an enemy in their fray or that the Unit uses its thrust movement to regroup. In this last case one of the Unit's members must be selected to be the regrouping point. This miniature cannot move.

Special cases:

- If the members of a friendly or enemy Unit that is involved in a different fray prevent a fighter from passing during the thrust, then he must go around them or end his thrust movement.
- If the members of a friendly or enemy Unit that is not involved in a different fray prevent a fighter from passing during the thrust, they must be moved in such a way as to leave a passage.

8•O•1

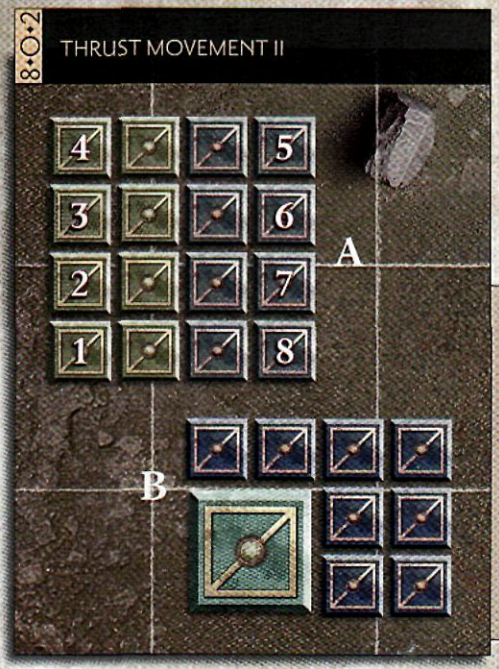
THRUST MOVEMENT I



1. At the outcome of this fray all Units of the loser's camp have successfully passed their Courage test. Every miniature that isn't already in a position to fight an opponent can then make a thrust movement. The miniatures identified by a can make a thrust movement in this case.
   The combat's victor (or the Tactical Roll's winner if the outcome was a tie) decides which camp makes its thrust movement first.
   The Kelt player decides that his fighters will move after those of his opponent.
2. The goblin player has made all his thrust movements. He prevents certain Kelt fighters from moving by having placed his fighters in contact with them. Only the Kelts with a can still make thrust movements.

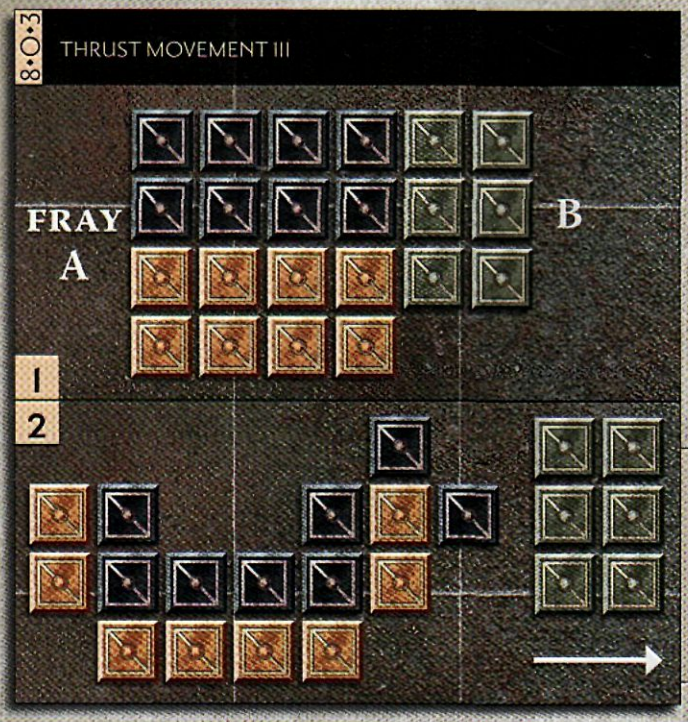
8•O•2

THRUST MOVEMENT II



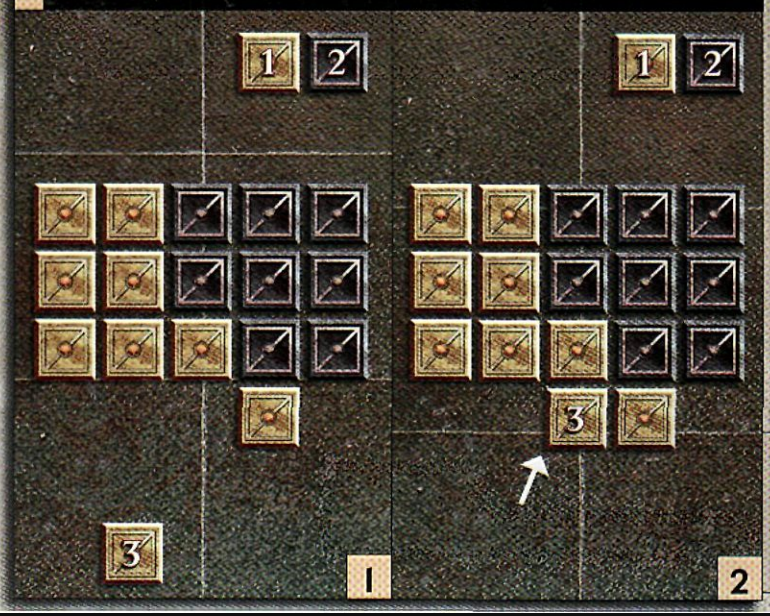
The goblin mutants numbered 1 to 4 as well as the warriors of Mid-Nor numbered 5 to 8 can make a thrust movement. However, this movement does not allow them to engage opponents who are in a different fray. Since there is not enough space for them to pass between frays A and B, they will have to move around them or wait for a breach to open between the two frays.

8•O•3 THRUST MOVEMENT III

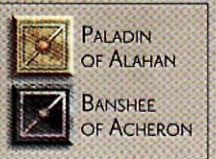


1. The giant barbarians (Unit B) are near fray A yet are not part of it.
2. Not being involved in a fray, Unit B is moved in such a way as to allow the fighters of fray A to make their thrust movements.

8•P FIGHTER SEPARATION



1. After all thrust movements have been made, fighters 1, 2 and 3 find themselves at more than 2.5 cm from the main body of their Unit.
2. Miniatures 1 and 2 are in a position to fight and don't have to get nearer. On the other hand miniature 3 must be brought to within 2.5 cm or less of its Unit.

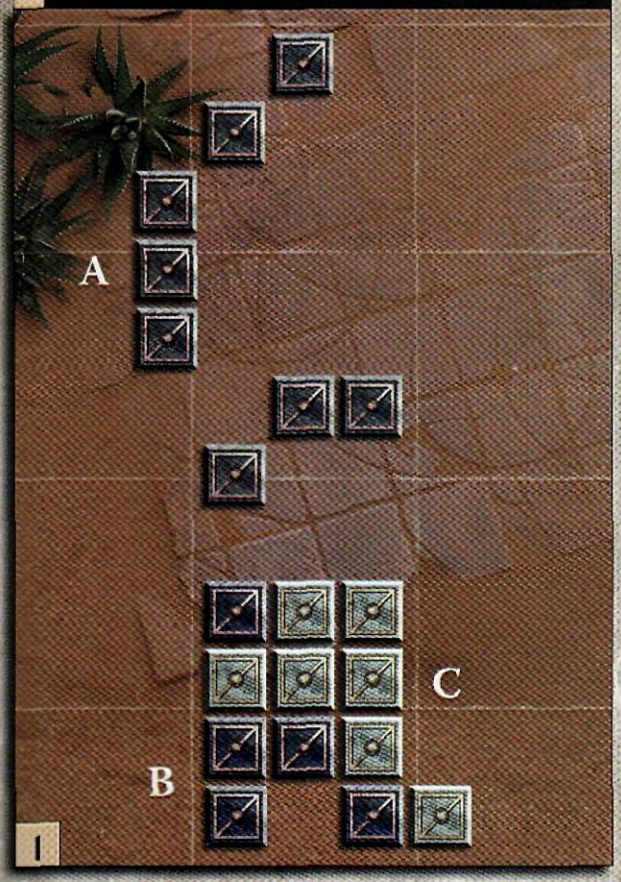


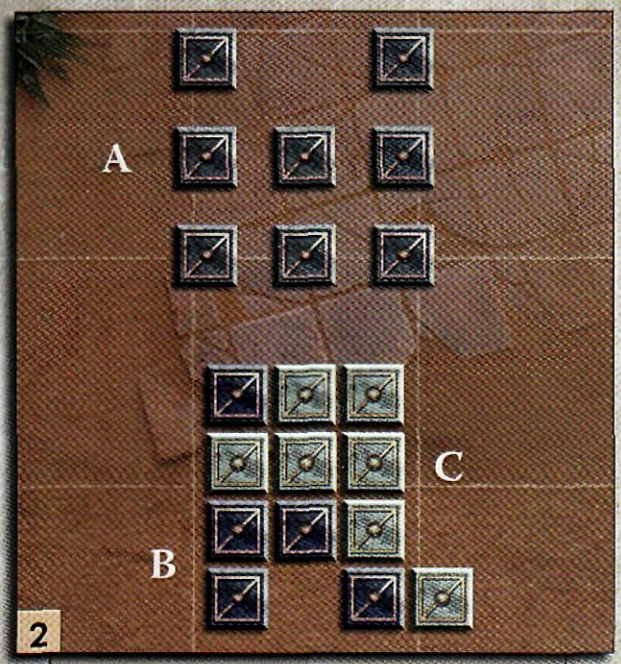
8.4.4 ELIMINATION OF OPPONENTS

If, at the end of a hand-to-hand combat phase, no member of a Unit is any longer in contact with an opponent, the Unit can choose to regroup rather than make a thrust movement. Every one of this Unit's members must then use his thrust movement to fall back into formation.

If, at the end of the hand-to-hand combat phase, a Character, war-staff, Warrior-mage or Warrior-monk who is part of a Unit finds himself not being in contact with an opponent, he can leave his Unit (if the player controlling him wishes so). At the beginning of the following round he is considered to be a new Unit and can receive Orders in the usual way.

8.Q OPPONENT ELIMINATION





KERATIS WARRIOR | SKORIZE WARRIOR | JACKAL WARRIOR

1. At combat outcome the Skorize warriors (Unit A) no longer have an opponent who is in a position to combat them. Instead of engaging the Jackal warriors (Unit C) who were involved in the same fray as them, they decide to reform their ranks.

2. Each Skorize warrior uses his thrust movement to get back into the formation they were in before the fray. In this case Unit A was in scattered formation.

8.R IN FORMATION OR NOT?

Some miniatures can become separated from the rest of their Unit during the fray. As long as they are in contact with an opponent, they are all still considered to be a part of their Unit, even if they are located at a distance from it. Nevertheless, at the end of the hand-to-hand combat phase, once the thrust movements have been made, a miniature without an opponent absolutely must be within 2.5 cm or less of the rest of its Unit. This can cause exceptional and free movements to be made to bring a fighter closer to his Unit. Such a move cannot allow a fighter to engage an opponent.

8.S LIVING-DEAD AND CONSTRUCTS

Fighters who have the "Living-dead" or "Construct" ability never make Courage tests at combat outcome. When they lose the combat outcome after a round of hand-to-hand combat, they cannot make a thrust movement if their camp's Domination Factor is lower than that of the opposing camp.

If an Independent who does not have the "Living-dead" or "Construct" ability accompanies a Unit of this type, then he is also subject to this rule.

WAR MACHINES

All miniatures defined as "Artillery" or "Chariot" on their reference card are included in the "War machine" category. These miniatures can act during all game phases depending on the Orders they were given. This chapter covers the principles of the technologies that animate Aarklash, as well as the rules governing them in *Rag'Narok*. It isn't compulsory reading if no war machines have been added to an army.

[9.1] MOVEMENTS AND MANOEUVRES

Depending on the type of machine, the Movement/MOV rate can be calculated in various ways.

Even if it is acting alone, a war machine never benefits from the rules concerning detachments.

Most war machines are cumbersome gear that is hard to handle. The higher its Weight, the harder they are to manoeuvre or move.

The symbol is also used to distinguish two types of war machine.

- **Mobile machines** include light machines that are a part of their servants' equipment (such as the dwarven bombardiers' steam cannons) and vehicles that can transport their servants. They are identified by a normal Weight icon. However, the lightest ones do not have a , such as the dwarven bombardiers.

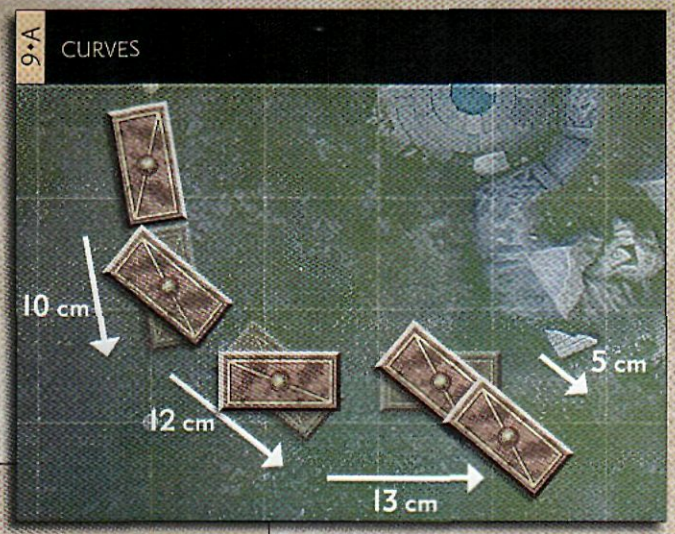
- **Immobile machines** require the intervention of servants to be moved. They are identified by a .

9.1.1 MOBILE MACHINES

Be they propelled by an energy source of their own or pulled by a team of animals, mobile machines use the Movement/MOV rate printed on their reference card.

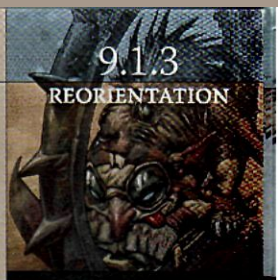
The lightest mobile machines are not subject to a Weight. They can move like any other fighter. For the others, their Weight causes certain restrictions:

9•A CURVES



DWARF CHARIOT

A chariot (MOV 20; Weight 10) can cover a distance of up to 40 cm (2 x 20) when running or charging, and can make a curve every 10 cm. Yet it doesn't have to make its curve after exactly 10 cm. This is just the minimum distance to be respected between each curve. Here the chariot makes a first curve after 10 cm, the second one after having covered another 12 cm, and a third one after having moved another 13 cm. It can therefore still move another 5 cm before ending its movement.



- They cannot receive "Charge reception" Orders.
- They cannot receive "Retreat" Orders.
- They cannot move backwards (manoeuvre).
- They cannot move sideways (manoeuvre).

Machines with a WEIGHT move mainly in a straight line. They can nevertheless make curves to change trajectory. A **curve** is a reorientation made while moving thanks to the vehicle's momentum. Only mobile machines can make curves. When it makes a curve, a war machine can reorient by 45° at no cost. A war machine can make a curve for every WEIGHT cm it moves. Unlike other Units, which must charge in a straight line, war machines can make curves while charging.

9.1.2 IMMOBILE MACHINES

A machine's Weight value indicates the Movement penalty suffered by its servants when they move the machine. This penalty is reduced by 2 points for every servant in addition to the first one who is in contact with the machine while it moves.

EXAMPLE
A ballista has a Weight of 8. If only one servant tries to move it, he suffers a penalty of 8 points on his MOV. If two servants combine their strength, then this penalty is only of 6, and it becomes 4 if a third servant gives them a hand.

The number of **servants** that can help move a war machine is limited to the number of miniatures that can be placed in base-to-base contact with the machine's base. If all the servants don't have the same Movement rate, then the lowest rate among them is used. Only servants placed in contact with the war machine can help move it. A substitute (see 9.5.3.2) or any other fighter can never be used to move a war machine.

All the servants or substitutes bound to a war machine are considered to be part of the same Unit and are subject to the following rules:

- They cannot receive "Charge" Orders.
- They cannot receive "Counter-charge" Orders.
- They cannot receive "Charge reception" Orders.
- They cannot receive "Retreat" Orders.
- They cannot receive "Move and fire" Orders.
- They cannot move backwards (manoeuvre).
- They cannot move sideways (manoeuvre).
- They cannot divide their Unit (manoeuvre).
- They cannot engage enemy Units in hand-to-hand combat.

Though it cannot receive "Move and fire" Orders, an immobile machine can, however, be reoriented in any direction before firing. This action is still considered a move and the usual firing penalties apply.

If an immobile machine's servants are brought to flee, then they abandon their war machine where it is. If they manage to rally and return to it, they can use it again.

To use an immobile machine, its servants must be placed in base-to-base contact with it. An immobile machine's servants cannot abandon it unless it is destroyed. If they are forced to do so due to the effects of the state of "Rout," they must attempt to return to it as soon as they are rallied.

9.1.3 REORIENTATION

War machines are subject to the same rules as other Units when it comes to reorientation, with one exception: **a war machine cannot be reoriented before a charge.** It can, however, make curves during its movement. Furthermore, when a war machine is reoriented, except to make curves, this costs it a certain number of Movement/MOV points:

- An amount equal to half its WEIGHT when making a quarter-turn.
- An amount equal to its WEIGHT when making a half-turn.

These points must be subtracted from the machine's MOV rate after this rate has been determined.

If the Movement rate falls to 0 or less, then the war machine can still be reoriented, but it can no longer move in the same round. The machine can then make curves in the usual way if it has enough Movement/MOV points left.

A war machine that has gained momentum thanks to the "Irrepressible" ability cannot make this manoeuvre and can only be reoriented by making curves.

9•B QUARTER TURN

DWARF CHARIOT

A dwarven chariot (MOV 15; Weight 10) has the capability of increasing its Movement rate thanks to a Pressure Roll.

1. It makes a quarter turn to the left. This manoeuvre costs it a number of Movement points equal to half its Weight, meaning 5.
2. A Pressure Roll gets a result of ⚅. Its Movement for this round is therefore 15 + 4 - 5 = 14. If it carries out a "Run" Order, then it can move a total of 28 cm.

[9.2] FIRING

Unless noted otherwise on the reference cards, a shot made by a war machine can only target Units located within a 90° angle from the weapon's extremity.

9.2.1 FIRING MOBILE MACHINES

When carrying out a "Move and fire" Order, a mobile machine can move twice its Movement rate (MOV x 2 cm) and then fire. The penalty applied to the shot's difficulty is then equal to +2 instead of +1. In certain cases specified on the reference cards, the servant triggering the shots can pivot to face the target without the machine itself changing direction.

9.2.2 FIRING IMMOBILE MACHINES

Unless noted otherwise on their reference cards, war machines cannot receive "Move and fire" Orders.

For the Aim test, the player controlling the war machine can use the AIM rate he wishes among those of the servants or substitutes who are in base-to-base contact with the machine. If a servant or substitute has a projectile weapon in his equipment, he cannot use it when he is involved in the handling of a war machine in the same round.

9•C PERFORATING ARTILLERY

Ballista A is in the category of Light Artillery (STR 12).
The marksman has targeted fighter 1 and has succeeded his Aim test. Fighter 1 suffers a Damage Roll (STR 12) that inflicts him with three Wounds. One is enough to kill him, so the projectile (STR 10) continues on its trajectory and hits fighter 2, who suffers two Wounds. He is killed and the bolt (STR 8) then hits fighter 3, who also suffers two Wounds. The projectile flies on and hits Unit C. Fighter 4 suffers a Damage Roll (STR 6). He is killed but the projectile only inflicts him with one Wound and therefore causes no further damage.

9•D

FIRING AT MINIATURES AT AN ALTITUDE

If a machine defined as artillery with zone effect targets a fighter at altitude level 1 or 2, then there are two possibilities.

- **If the target is hit, then the dispersion template is placed onto it. All miniatures located at the same level as the target and that are touched by the template suffer the shot's effects.**
- **If the shot strays, then the projectile falls back to the ground. A Dispersion Roll is made based on the target's position but while considering that the shell exploded at level 0.**

[9.3] ARTILLERY

War machines that can fire are classified in the "Artillery" category. There are two sorts: perforating artillery and artillery with zone effect. Each of these categories is subdivided into light artillery and heavy artillery.

9.3.1 PERFORATING ARTILLERY

This category includes machines whose rank defines them as being "Light Artillery" or "Heavy Artillery" without any further details. These are mainly ballistae and certain cannons of small size.

If several of these weapons are grouped within a same Unit, then they are subject to the normal firing rules, but every shot must be resolved separately so that the trajectory of each one can be clearly determined.

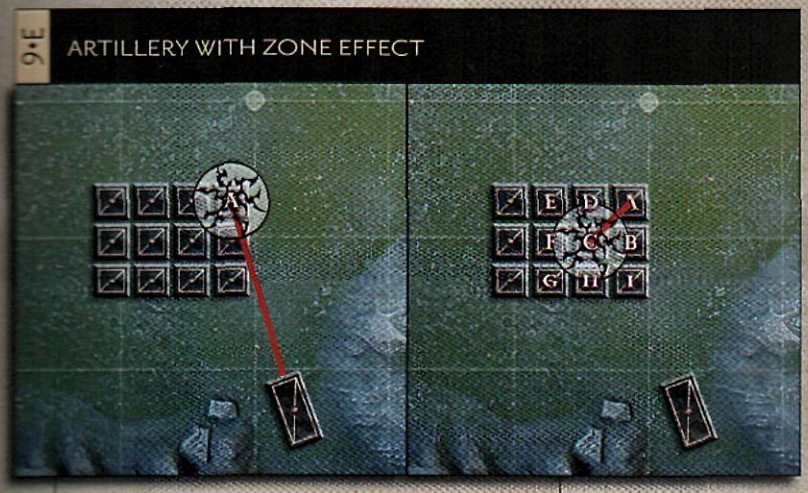
The use of this type of weaponry follows the same rules as normal firing. It is possible to fire at a Unit engaged in a fray with this type of weapon, in which case the same rules as for firing into a fray are applied.

A shot's effects vary depending on the type of artillery used:

9.3.1.1 Light artillery

If the projectile inflicts the target with more Wounds than are needed to kill it, then it continues flying in a straight line and automatically hits the next miniature in its trajectory. A miniature is hit if the projectile's trajectory touches its base.

This additional victim suffers a Damage Roll with a Strength/STR equal to the weapon's



KELT WARRIOR FIRE-SPITTER OF MID-NOR

A group of Kelt warriors is targeted by a fire-spitter of Mid-Nor (Light artillery with zone effect; STR 8).

1. Here the marksman has chosen fighter A and fails his Aim test. The dispersion template is placed above fighter A and the marksman rolls 1d6. He gets a ⚀, which means that the projectile strays by 4 cm. He rolls another d6 to determine in which direction it strays and gets a ⚅.
2. The projectile strays from its trajectory by 4 cm in direction 5 on the dispersion template. The player rolls 1d6 for every miniature covered even partially by the dispersion template. Here fighters A to I are potentially hit on a result of ⚄ or more. The dwarf player gets the following results: 4, 2, 5, 4, 1, 6, 3, 5 and 1. Five Kelts are therefore hit and each one suffers a Damage Roll (STR 4).

Strength -2. The projectile can continue on its course in this way as long as it kills its target by inflicting it with more Wounds than are needed. For every new Damage Roll made in this way the projectile's Strength/STR is reduced by 2 additional points. Like this the projectile can reach a different Unit, but in no way can it go further than its maximum range.

9.3.1.2 Heavy artillery

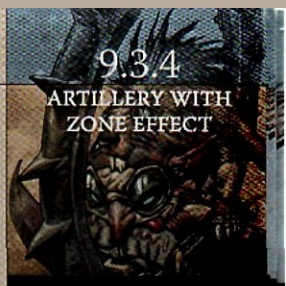
The same rules as for light artillery apply, but the projectile's Strength/STR does not weaken after each victim.

9.3.2 ARTILLERY WITH ZONE EFFECT

This category includes all machines whose rank defines them as being "Light Artillery/Zone" or "Heavy Artillery/Zone." These are mainly cannons and catapults. When they fire at a Unit the following rules apply in addition to the rules specified on their reference cards.

The Aim test is made in the usual way. If the marksman hits his target, the dispersion template is placed onto a member of the targeted Unit within the shot's range and onto whom the marksman has a line of sight.

A result of u on the Aim test indicates that the weapon is immediately jammed and that it cannot be used in the next round. On any other result indicating failure the projectile is considered to have strayed from its trajectory.



The dispersion template is then placed onto the target. The arrow numbered 1 on the template must be aligned with the line of fire.

1d6 is rolled and its result is applied to the following table to determine how far the projectile strays:

- ⚀: the projectile strays by **4 cm.**
- ⚁: the projectile strays by **6 cm.**
- ⚂: the projectile strays by **8 cm.**
- ⚃: the projectile strays by **10 cm.**
- ⚄: the projectile strays by **12 cm.**
- ⚅: the projectile strays by **14 cm.**

Another 1d6 is then rolled to determine the direction in which the projectile strays by using the numbered arrows on the template. The damage caused by the projectile varies depending if it is light or heavy artillery.

PLEASE NOTE!
If a shot made using artillery with zone effect misses its target and strays, then no miniature can be considered to have been directly hit by the projectile, even if the dispersion template happens to be placed centred exactly on a miniature after having strayed.
If after straying the initial target is nevertheless under the template, then the probability that it is hit is exactly the same as for the other miniatures. It also suffers the same type of Wounds

9.3.2.1 Light artillery

If the shot reaches its target, then it is automatically hit and suffers a Damage Roll with a Strength/STR equal to that of the weapon. All other miniatures located even partially beneath the dispersion template are also hit on a result of ⚅ or more and suffer a Damage Roll with a Strength/STR equal to half that of the weapon (rounded up to the higher integer).

9.3.2.2 Heavy artillery

If the shot reaches its target, it is automatically hit and suffers a Damage Roll with a Strength/STR equal to that of the weapon. All other miniatures located even partially beneath the dispersion template are hit on a result of ⚄ or more and suffer a Damage Roll with a Strength/STR equal to that of the weapon.

[9.4] LOSSES CAUSED BY ARTILLERY FIRE

When a Unit suffers Losses caused by artillery fire, the player controlling the unit can immediately have it fall back into position (unless the targeted Unit is involved in a fray). The Unit must, however, keep the same formation.

[9.5] MACHINES IN HAND-TO-HAND COMBAT

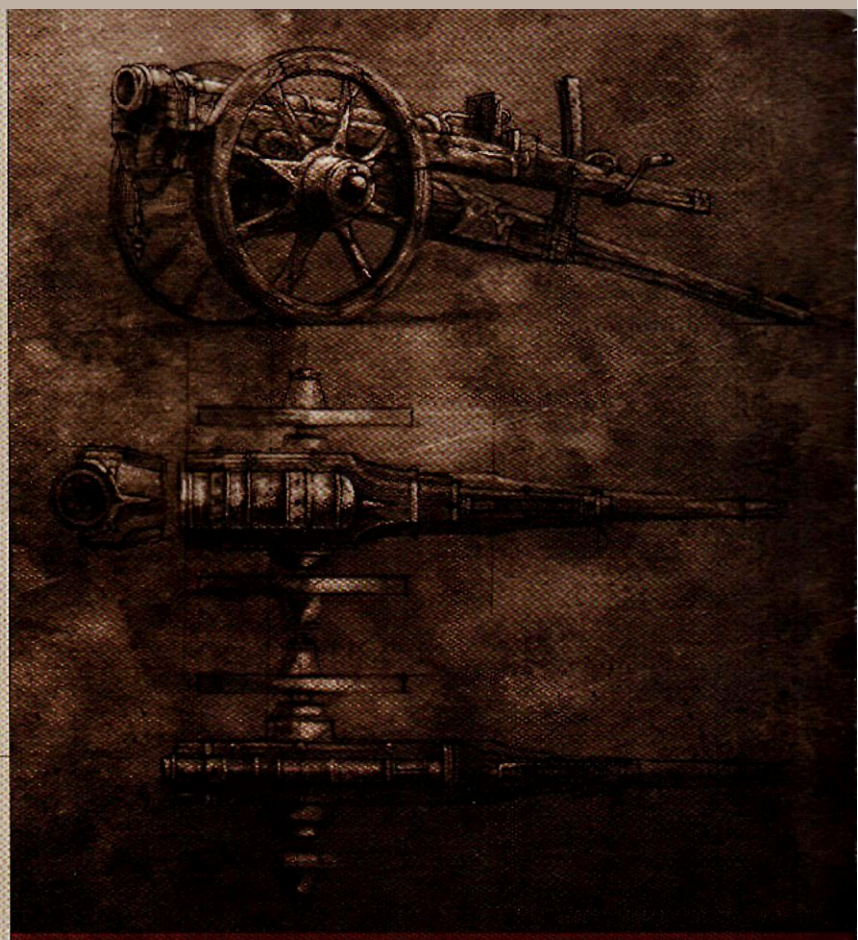
9.5.1 MOBILE MACHINES

9.5.1.1 Combat characteristics

A mobile machine is considered to be a single entity. Its Attack, Strength, Defence and Resilience characteristics take into account the crew's and the team of animals' combat potential when applicable. In hand-to-hand combat, no matter the position of opponents in base-to-base contact with the machine, the same characteristics are always used as if it were one big fighter. The normal hand-to-hand combat rules apply, but the number of combat dice the machine has at its disposal can vary. Furthermore, it can be bound to certain special rules.

The war machines' Size and structure can differ greatly from one miniature to the other, and the number of miniatures that can be bound to it can vary.

All these special indications are given on the machine's reference card.



Akkylannie is technologically in advance of all of Aarklash's other peoples ever since the Cynwälls gave them the secret of gunpowder.

9.5.1.2 Thrust movement

Mobile machines can make thrust movements in the normal conditions. However, to do so no opponent may be in base-to-base contact with the machine. Indeed, war machines have a limited manoeuvrability. Thrust movements are therefore usually made in a straight line, unless the machine's WEIGHT is low enough to allow it to make a curve during its thrust movement. A war machine can also use its thrust movement to be reoriented instead of moving.

9.5.1.3 Disengagement

War machines that are subject to a WEIGHT cannot disengage by using their INI. To do so they must use the rule on disengagement by force.

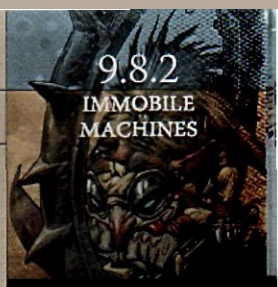
9.5.2 IMMOBILE MACHINES

9.5.2.1 The crew

In hand-to-hand combat the servants and substitutes fight in the usual way using their own characteristics.

A fighter engaged in hand-to-hand combat cannot take care of operating a war machine.

A machine's crewmembers can make thrust movements in the usual way.



9.5.2.2 Combat

Miniatures in contact with a war machine can target it with their attacks. It does not have any combat dice, but its opponents must still make their Attack Rolls on which a result of [•] remains an automatic failure.

At combat outcome the S.P. a war machine lost are counted when determining the winner of the combat.

9.5.3 LOSS OF SERVANTS AND DESTRUCTION OF MACHINES

9.5.3.1 Mobile machines

Mobile machines are represented by a single reference card. The characteristics noted on this card represent the machine's global potential and take into account the presence of servants or a team of animals. These war machines have a certain number of Structure Points/S.P. If these are reduced to 0 or less, then the machine is completely destroyed.

9.5.3.2 Immobile machines

Most of these machines require the presence of a minimum number of servants in order to be used. This is represented by the concept of Crew on their reference cards. If there aren't enough servants, then the machine cannot function at its maximum potential, if at all. A miniature in contact with an opponent cannot participate in the handling of a war machine.

If all of a machine's servants are killed, then it remains on the battlefield for as long as it has at least 1 S.P. left.

The servants of immobile machines can, however, be replaced under certain conditions. These replacement servants are called **substitutes**. The conditions that must be met for a fighter to become a substitute are indicated on the machine's explanatory card.

EXAMPLE

A goblin mountain-breaker has five servants at the start of the game. By the fourth round two of its servants have been killed and the three others have fled. The mountain-breaker's Crew is 1. To become a substitute a fighter must have an AIM of 3 or more and a Discipline/DIS of 2 or more. During the movement phase a Griffin thallion is positioned in contact with the mountain-breaker. Since he meets the conditions to become a substitute and no goblin is within 10 cm or less of the machine, the mountain-breaker is now controlled by the Griffin player.

[9.6] CAPTURE OF A WAR MACHINE

If no miniature in a war machine's original camp is located within 10 cm or less of it, then the machine can be captured by the opponent. To do so he simply has to bring a number of his miniatures equal to the machine's Crew into base-to-base contact with it. All these fighters must meet the conditions to become substitutes. When a war machine is captured, consider the camp that just took control of it to be its new original camp. The machine can then be captured again in the same way.

[9.7] DESTRUCTION OF WAR MACHINES

When a war machine does not have any Structure Points left it is destroyed and removed from the battlefield. The servants who remain alive stay on the battlefield and continue fighting.

[9.8] WAR MACHINES, LEADERSHIP AND FLEEING

War machines are organised into Units and can benefit from the bonuses given by the presence of a war-staff or use a commander's values in the usual conditions. Their reaction when they are in a state of "Rout" can vary, however.

9.8.1 MOBILE MACHINES

When it is in a state of "Rout" a mobile machine can have two sorts of reaction. If it does not have a WEIGHT, then the normal Rout rules apply. If it does have a WEIGHT, then the machine is immediately immobilised. It cannot move, its servants and its team of animals suffer the penalties caused by Rout, and it cannot fire as long as it hasn't been rallied.

9.8.2 IMMOBILE MACHINES

If an immobile machine's servants are brought to flee, then they abandon their war machine where it is. If they manage to be rallied and to return to it, they can use it again.

APPENDIX 1
SCENARIOS

If the players wage war independently of any context or, on the contrary, if they do so as part of a campaign of greater scale, the game's goals and stakes vary depending on the players and their imagination.

Here are several examples of victory conditions upon which the players can agree before the battle. Yet in no manner is this section exhaustive or even restrictive. These objectives can be combined and mixed, and new ones can be invented at the players' convenience. *Cry Havoc!*, the official publication of the world of RACKHAM, regularly includes battle reports that can be used as situations to be played again.

Some objectives entail strict conditions for victory, meaning that the one who manages to meet them is automatically victorious. Others entail the distribution of victory points, in which case the player who totals the most points wins the battle.

10-1.1 ANNIHILATION

The objective is simple: annihilate the enemy forces.

At the end of the last round, the players calculate the amount of Army Points destroyed or brought to rout in each camp.

Every fighter killed, who has left the battlefield, or is in rout at the end of the last round must be counted in this calculation. Each player then wins the points lost by his opponent.

10-1.2 WAR OF POSITIONS

The players set a maximum number of rounds and one or several physical objectives on the battlefield. Each of these objectives must be clearly defined by a fixed perimeter (for example, a radius of X cm around an element of the scenery).

There are several ways of managing these objectives:

- At the end of the last round, each camp wins a number of points equal to the A.P. value of its fighters who are within the perimeter of the various objectives.
  Certain variations can also be defined for the various objectives. For example, a player wins twice as many points for an objective located within his opponent's deployment zone, but only wins half as many for an objective within his own deployment zone.
- It is also possible to assign a set number of victory points to each objective. At the end of the last round, the camp with the most Army Points within an objective's perimeter wins the points associated to it.
- At the end of the last round, the camp with the most Army Points within an objective's perimeter controls it. The player controlling more objectives is victorious.

10-1.3 SCORCHED EARTH

The players define a maximum number of rounds and one or several physical objectives on the battlefield. They then assign a Resilience/RES and Structure Points/S.P. to each objective (see p.80), as well as a number of victory points.

The goal of one of the camps is to destroy these objectives before the end of the last round. For every destroyed objective the player wins the victory points bound to it.

When an objective is hit by a shot or an attack, each Wound it suffers makes it lose 1 S.P. An objective is destroyed as soon as it has lost all its Structure Points.

10-1.4 ESCORT

One of the two players selects one of his fighters. This fighter must manage to leave the battlefield by the edge of the table opposite his deployment zone. His opponent's objective is to kill the selected fighter.

This objective can represent an absolute condition, in which case the player who reaches his objective is victorious.

It is possible to combine this objective with another one by giving it a certain number of victory points. In this case the player who reaches the objective wins the points bound to it.

APPENDIX 2
REVIEW OF THE TROOPS

10-2.1 SPECIAL CAPACITIES

Special capacity cards describe game effects specific to the fighters they are bound to. Most of them explain the rare capacities that are too long to be printed on the reference cards of the fighters they are associated with. Because the powers described on these cards are inseparable from the fighters, their cost (in A.P.) is included in the value of the associated fighters. Special capacities are therefore reserved to the fighters they are supplied with.

EXAMPLE
The One Who Protects Eternity is supplied with Wolfen grave guardians. This card reveals the conditions in which these fierce warriors acquire the "War fury" ability against those who dare desecrate their people's tombs. It is therefore reserved to Wolfen grave guardians.

Other special capacity cards describe one or several game effects that have their own cost (in A.P.) and explain how these effects can be given to certain of the army's fighters. Often it is the fighter this special capacity is associated with who grants these powers to his brothers-in-arms.

EXAMPLE
Each dwarf armourer present in an army of Tir-Nâ-Bor can forge special equipment for himself or for other dwarves in his army. Every piece of equipment thus forged must be paid for: alphax guard (+4 A.P.; +1 in ATT), eye of Ley (+5 A.P.; +1 on the result of Aim Rolls) or titanic breastplate (+5 A.P.; +5 in STR when charging).

Certain special capacities describe powers innate to their owner AND optional powers that must be included in the army's value in A.P.

10-2.2 ARTEFACTS

The fighters of *Rag'Narok* can make use of magical or divinely blessed artefacts of great power.

These objects are described on specific reference cards supplied with certain miniatures or with supplements such as Adventures packs or Travel Journals.

The use of artefacts is reserved to Characters except in special cases that are specified on the magic object's reference card.

The number of artefacts a fighter can own depends on his rank category.

ARTEFACTS

CATEGORY	RANK	NO. OF ARTEFACTS
1	Irregular / Regular Veteran / Creature Initiate / Devout	1
2	Special / Elite Adept / Zealot	2
3	Living Legend Master / Dean	3
4	Major Ally Virtuoso / Avatar	4

10-2.3 SPELLS AND RITUALS

10-2.3.1. Spells

Spell cards bear the following points:

- **The name** of the spell appears at the top of the card.

- Every spell needs a certain quantity of energy in order to be cast. This energy, called "Essence" by magicians, comes from **mana gems**. For every spell the number and type of mana gems required is indicated on its card beneath the spell's name.
  At the beginning of the game a magician has a number of gems equal to his Power value. These gems can be chosen freely among all the Elements the magician masters. A magician cannot use gems of an Element he does not master.

- Magic is the ultimate source of creation. The only limits are the imagination or the beliefs of those who call on its power. This is how the **paths of magic** were born, symbolising

the various ways in which magicians perceive and practice their art.

- **The difficulty** represents the more or less elaborate ceremony that the magician must conduct to cast a spell, which the wisest among them call "the Form." Some magicians pronounce magic formulas; others mix various potions, not to mention those who execute elaborate feats... During the incantation the magician must equal or surpass this difficulty with a Power test, meaning by adding the result of a d6 roll to his Power rate. Sometimes the difficulty varies depending on various factors specified in the spell's description. Some spells have a free difficulty. In this case the magician chooses the spell's difficulty before casting it.

- **Range** indicates the distance (in centimetres) over which a spell is effective. The spell's target or area of effect must be within a distance equal to or less than this range for it to be affected by the spell. Some spells only affect the magician himself or a fighter standing in base-to-base contact with him. Yet others have an unlimited range.

- A spell acts on a given surface area called **area of effect**. It can affect a single fighter, a precise zone or a whole battlefield!

- Not many spells last eternally. Some of them have a very short period of activity. These are often spells with devastating effects. Others, on the other hand, last for a longer time and their effects are slowly dissipated. **The duration** indicates how long the spell remains active: an instant, a game round, until a specific event happens or until the end of the game...

- Some incantations are very simple and can be made quickly. Others are longer and more complex and therefore can only be made once in a while. There are dreadful spells that can only be cast once per game and others that can submerge the enemy under a wave of power! **The frequency** indicates how often a spell can be cast by the same magician within a round of the game. The frequency is independent of the magician's level.

- A spell's **effects** can be spectacular or insidious. The description gathers all the indications concerning the spell and its effects. It also describes its consequences in terms of the game.

- Some spells are the exclusive secret of a caste of magicians or of a particular magician. Others only affect a certain type of fighter. The particulars detailed in this section take precedence over the regular rules.

- Every spell has a **magical Intensity** that indicates its complexity or the knowledge needed to cast it. A magician can master only a certain total of magical Intensity. He can choose many spells of weak magical Intensity or only one with devastating effects.
The magician has an Intensity Potential equal to twice his Power rate. The sum of the magical Intensities of all the spells he has chosen must not exceed this Intensity Potential.

- Like fighters, spells and artefacts have a **value** in A.P. It is added to the magician's A.P. and thus to that of the army he is in. Therefore a magician can choose to use only a part of the spells and magic objects to which he normally has access, or choose others than the ones with which he is originally supplied.

10-2.3.2. Rituals

Rituals can only be played in *Rag'Narok*.

A ritual is a spell of huge scale whose casting requires the combined power of several magicians.

A ritual can never be cast by a lone magician, whatever his mastery of magic may be.

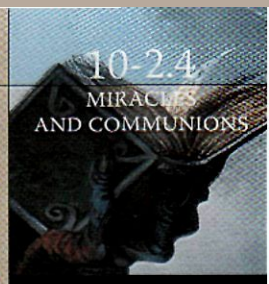
- **The name of the ritual** appears at the top of the card.

- **Mana required:** Like spells, rituals need a certain number of mana gems in order to be cast.

- Like spells, rituals are bound to the various **paths of magic**. The magister must master this path in order to begin a ritual, but a different magician can join him as an acolyte, whichever paths of magic he may follow (see Incantation).

- **The difficulty** indicates the level to equal or surpass for this ritual's final incantation.

- **The range** is expressed in centimetres and defines the maximum distance between the council's member who casts the spell and the ritual's area of effect.



- **The area of effect** defines the zone where the ritual's effects are applied.

- **The duration** indicates the time limit of the application of the ritual's effects.

- Be they spectacular or insidious, the **effects** to apply within the ritual's area of effect are described on its reference card.

- Certain rituals are the exclusive secret of a caste of magicians or of a particular magician. Others need certain specific components in order to be cast. The particulars detailed in this section take precedence over the regular rules.

- Like spells, rituals have a **value** in A.P. that is added to the magician's global value.

The number of rituals that can be given to a magician depends on his level, be he a Warrior-mage or not. An Initiate can master two rituals. An Adept can master three, a Master, four and a Virtuoso, five.

Rituals are not counted in the number of spells other than rituals that a magician can have, and do not affect the number of spells a magician can cast per round.

10-2.4 MIRACLES AND COMMUNIONS

10-2.4.1 Miracles

Miracle cards mention the following points.

- **The name** of the miracle appears at the top of the card.

- The **aspects** symbolise the action undertaken by the divinity for the miracle to happen. The aspects are divided among three numbers around the Spiral of Faith.

Creation, above the Spiral, pulls an element from the void to make it appear on Aarklash.

Alteration, to the left of the Spiral, more or less deeply modifies the faithful's surroundings.

Destruction, beneath the Spiral, sends a fragment of reality into the void.

Every aspect present on the miracle's card is bound to a number. This number represents the degree of initiation needed by the faithful for the miracle to happen through him. A god cannot make great miracles happen through a faithful with low aspect levels!

The degree of mastery of the three aspects is indicated on the faithful's reference card around the Spiral of Faith. The higher the faithful's aspect levels, the closer he is to his divinity.

- There are numerous gods on Aarklash and all do not control the same aspects of Creation. Every people has its own **cult**. Some miracles are shared by several cults; others are of the universal cult and can therefore be used by all peoples.

- **The difficulty** represents the conviction required for the miracle to be carried out. The higher the difficulty, the more the faithful's god is whimsical or reluctant to grant his servant his wish. The power of the gods is very limited on Aarklash and a too brutal intervention risks bringing misfortune to the faithful. To let the miracle happen, the faithful must equal or surpass the given difficulty with a test of Faith, meaning by adding the result on a d6 to his Temporary Faith characteristic (see The Divination Phase).

Some miracles have a "Free" difficulty, in which case the faithful sets the difficulty before beginning his prayers.

- **The range** indicates the maximum distance that can separate the faithful from the miracle's target. It is expressed in centimetres. The range can sometimes be limited to the faithful or to a fighter in base-to-base contact with him.

- Most miracles have a specific field of action, represented by the **area of effect**. It can cover a fighter, a defined zone, or even the whole battlefield.

- Though the gods may be eternal, the miracles they confer are not. The **duration** represents the lapse of time during which the miracle's effects apply.

- The **description** of the miracle gives all the indications concerning it and its effects on the game. A miracle is the manifestation of divine power and is not to be underestimated...

- Certain miracles are the secret of a faithful or of a specific class of faithful. Others require particular conditions in order to happen. In any case the rules indicated under the Special heading of the miracle's card take precedence over the regular rules.

- Calling a miracle, especially in the middle of a battlefield, is a physical as well as spiritual feat. **Fervour** indicates the number of points of faith that are subtracted from the faithful's Temporary Faith after making the call. More information is given in the chapter on Temporary Faith.

- Like the various fighters and magic objects, miracles also have a **value** in A.P. that is added to the faithful's overall value. The faithful can choose to use all or just some of the miracles he has access to, or to select others than those with which he is originally supplied.

10-2.4.2. Communions

Communions can only be played in *Rag'Narok*.

In the same way that magicians can unite their powers to perform rituals, the faithful are able to gather to call even more powerful miracles.

The ceremony that precedes such divine interventions is called communion.

The assembly of the faithful who participate in such a communion is called the conclave. A conclave is formed by an eminence and one or several disciples.

- **The name** of the communion appears at the top of the card.

- Like miracles, communions are bound to the various **cults** of Aarklash. Only the faithful of a given cult can call on its miracles and communions.

- For the eminence (see Divination) to be able to initiate a communion, the sum of the **aspects** of the conclave's members must be equal to or greater than those indicated on the communion's card.

- **The difficulty** determines the level to equal or surpass for the communion's final call.

- **The range** (in centimetres) indicates the maximum distance between the point where the communion is carried out and its area of effect.

- **The area of effect** indicates the zone in which the communion's effects apply.

- **Duration** is time, and time is the scourge of the gods. However powerful they may be, divine interventions only last for a limited time.

- Be they destructive or beneficial, a communion's **effects** are explained on its reference card.

- Some communions are the exclusive secret of a mystical order or of a particular faithful. Others need certain specific components in order to be performed. The particulars detailed in this section take precedence over the regular rules.

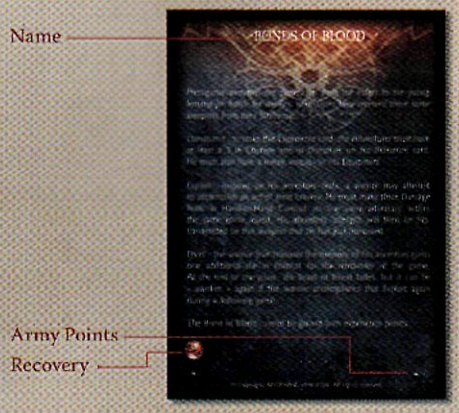
- Calling a communion requires the faithful's full concentration and they are often exhausted by this trial. **Fervour** represents the number of points to subtract from the Temporary Faith of each of the conclave's members at the end of the call.

- Like miracles, communions have a **value** in A.P. that is added to the faithful's overall value.

The number of communions a faithful can master depends on his rank, be he a Warrior-monk or not.

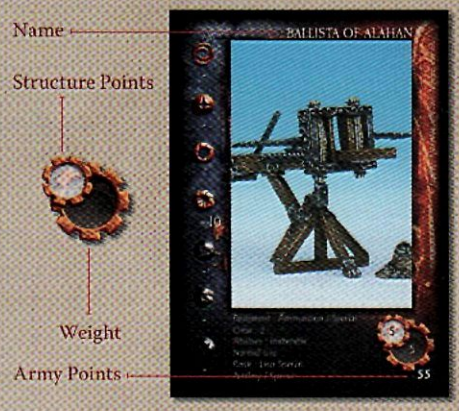
A Devout can master two communions, a Zealot can master three, a Dean, four, and an Avatar, five. Communions are not counted in the maximum number of miracles a faithful can master. The number of communions a faithful can have only depends on his rank.

10-2.5 EXPERIENCE CARDS



In *Rag'Narok*, only Adventurers who have defeated at least one Shadow in the *Incarnation* mode of *Confrontation* can use the experience cards supplied with Adventurer miniatures, in Adventure packs and the Travel Journals. Furthermore, any experience cards, abilities and Elixirs gained by an Adventurer in the Adventure mode of *Confrontation* can only be used in *Rag'Narok* with the other players' permission.

10-2.6 WAR MACHINES



All miniatures defined as "artillery" or "chariot" on their reference card are included in the "war machine" category.

A same war machine can be symbolised by several reference cards. The first one always indicates the machine's characteristics and others can represent any fighters that may be operating the machine.

Apart from the usual characteristics, war machines can be associated with three additional values: Structure Points, Weight and Crew.

10-2.6.1 Structure Points

Some pieces of light artillery, such as the dwarven bombardiers' cannons, depend solely on the fighters handling them. There is no other way to destroy them than to kill their servants.

Bigger war machines, however, have their own specific characteristic: Structure Points/S.P. For certain machines, such as chariots that are made up of various parts (wagon, crew, team of animals, etc.), the S.P. represent the whole formed by these elements. For other war machines, such as cannons, the machine itself is clearly separate from its servants. In this case the S.P. only symbolise the machine's state.

When a war machine is targeted by a shot or an attack in hand-to-hand combat, a normal Damage Roll is made. Each inflicted Wound makes it lose 1 S.P.

10-2.6.2 Weight

Most war machines are cumbersome gear that is hard to handle. The higher their Weight, the harder they are to manoeuvre or move.

The symbol is also used to distinguish two types of war machine.

- **Mobile machines** include light machines that are a part of their servants' equipment (such as the dwarven bombardiers' steam cannons) and vehicles that can transport their servants. They are identified by a normal Weight icon. However, the lightest ones do not have a , such as the dwarven bombardiers.

- **Immobile machines** require the intervention of servants to be moved. They are identified by a .

10-2.6.3 Crew

This element only appears on the cards of war machines whose crew is independent of its structure. The number bound to this characteristic indicates the minimum number of servants or substitutes needed for the machine to function correctly.

10-2.6.4 Rank

If nothing is specified after the "Light artillery" or "Heavy artillery" classification, then it is perforating artillery. The "/Zone" specification is only added to characterise artillery with zone effect.

APPENDIX 3
DETAILS ON SPELLS, MIRACLES, MAGIC OBJECTS & CAPACITIES

Most spells, miracles, objects and special capacities used in the game of *Confrontation* were designed to also be useable in *Rag'Narok*. However, the differences between these two systems need some of these effects to be somewhat modified. Others that affect parameters unique to *Confrontation* are unusable in *Rag'Narok*. This section lists all the special cases bound to these effects.

Playing spells and miracles designed for *Confrontation* is more adapted for a game of skirmishes. They remain useable in *Rag'Narok*, but the application of their effects can be complex. It is therefore advised to limit the use of effects that increase the number of special cases when playing the various phases of the game. Rituals and communions that affect Units as a whole are more appropriate and allow the game to be kept flowing.

10-3.1 GENERAL POINTS

Some effects are recurrent in the *Confrontation* game system. This section explains how they should be played in *Rag'Narok*.

10-3.1.1 Reference cards

With some exceptions, all spells, miracles, objects and capacities that affect the constitution of the deck and the drawing of cards in *Confrontation* have no effect in *Rag'Narok*. Some of these spells have nevertheless been adapted for *Rag'Narok*. A list of these can been found at the end of this section.

Spells, miracles, objects and capacities that affect fighters bound to the same reference card have no effect in *Rag'Narok*.

10-3.1.2 Activating an effect

When the text of a spell, miracle, object or special capacity specifies that it is to be used when its user's card is activated, this means that in *Rag'Narok* it must be used as soon as the Order concerning the user is revealed and before it is carried out.

10-3.1.3 Modifying characteristics

If a spell, miracle, object or capacity that modifies a fighter's characteristics, abilities, reactions or capacities affects one or several miniatures, then they must be the objects of separate combats as if they were Independents for as long as these effects affect them.

10-3.1.4 Pursuit movements

Unless noted otherwise on their card, all spells, miracles, objects and capacities that involve a pursuit movement have no effect in *Rag'Narok*.

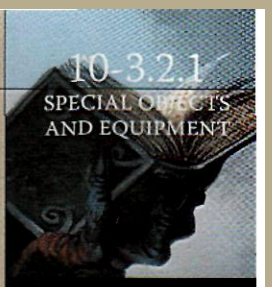
10-3.1.5 Physical feats

When a spell, miracle, object or capacity involves a physical feat, it is replaced in *Rag'Narok* by an Initiative test of the same difficulty.

10-3.1.6 Area of effect

Spells, miracles, objects and capacities with an area of effect that modifies the fighters' characteristics, abilities, reactions and capacities, affect a whole Unit if at least 50% of the miniatures making it up are completely covered by this area of effect at their bases. If a whole Unit cannot be affected, then none of its members suffer the effects.

Spells, miracles, objects and capacities that affect a target and the miniatures touching it are treated as follows. The player rolls 1d6 for



every miniature standing less than 2.5 cm from the target. On a result of ⚄ or ⚅ the fighter suffers the effects described on the card.

10-3.1.7 Modifying the Wound degree

Spells, miracles, objects and capacities that cause a modification of their target's Wound degree have the following effects.

- In the case of a direct Wound (for example if a spell inflicts a Light Wound on its target) the target suffers a Damage Roll whose result is read in a particular column of the table depending on the Wound (the effects of "STUNNED" are ignored):

  Light Wound: column "-3/-2"
  Serious Wound: column "1/2"
  Critical Wound: column "5/6"

- If the effect is supposed to worsen or improve the Wound degree of an already wounded target, then in *Rag'Narok* this can only affect miniatures that can endure several Wounds, meaning those with more than one Wound level. (Those with only one Wound level cannot be in a wounded state since they are killed as soon as they are inflicted with one Wound.)

10-3.1.8 Capacities of clans

The presence of a clan's members, be it the Brotherhood of Bronze, the goblin pirates of the Black Tooth or any other one, generally gives advantages to certain types of fighters. These bonuses apply to all fighters in the army who meet the conditions required in order to be affected by these effects.

Details on how these *Confrontation* clans can be adapted for use in *Rag'Narok* are available in *Cry Havoc!*

10-3.1.9 Fear

Spells, miracles and other effects that induce fear have no effect in *Rag'Narok* if nothing in their description allows the Domination Factor to be defined, which is required to determine the target's reaction.

10-3.1.10 Spells and miracles with "contact" range

When using spells and miracles whose range is "contact," the magician or the faithful can target the following miniatures.

- Any miniature of his Unit adjacent to one of the sides of his base (behind, in front and on either side), even if they are not physically touching his base. However, this rule does not apply if his Unit is in scattered formation. One must always take into account the maximum number of miniatures that can be placed in base-to-base contact with a fighter depending on the size of his base.

- Any enemy miniature involved in the same group as him after fray splitting.

- To affect a friendly miniature that is not part of his Unit, the magician or the faithful must be in base-to-base contact with it. This means that even if it is impossible to place them touching each other due to the miniatures' sizes, their bases must "correspond" as precisely as possible.

10-3.2 SPECIAL CASES

This section covers the case of all objects, special equipment, capacities, spells, miracles and experience cards whose effects in *Rag'Narok* are different from those in *Confrontation*.

10-3.2.1 Special objects and equipment

Banner of the Lion (Banner Bearer of Urland): All Units located within a radius of 25 cm around the banner of the Lion get the "Fanaticism" ability. Once per round, within the same radius, the banner transforms a Lion soldier of your choice. In the round being played this soldier can make counter-attacks and master strikes and gets one additional combat die like a Character does. And all effects that only affect Characters can also be applied to him. However, the banner of the Lion does not modify the number of Wounds the fighter can endure or the number of combat dice he can use.

Breastplate of Alliance (The Red Lioness): The Breastplate of Alliance is sacred armour. It also gives its wearer the "Hard-boiled" and "Immunity/Master strike" abilities.

Deliverance (Alahel the Messenger): When making a Damage Roll inflicted by Deliverance, if a result of ⚀ is obtained after having re-rolled a ⚅, then the final result is 7 instead of 1.

Dragon Bow (Hogarth the Colossus): If Hogarth spends a whole round aiming (to do so he must carry out an "Immobile" Order and not move or be wounded in any way whatsoever), he can make a master shot in the following round. If his arrow hits its target, then two dice are rolled for Hogarth instead of just one for the Damage Roll and the two results are added together. A ⚀ is simply added and a ⚅ cannot be rolled again.

Dwarven steam machines/Goblin naphtha machines: All equipment of this kind is associated with a characteristic that is specified on its bearer's reference card.

In every one of the game's phases where this characteristic comes into play, a Unit or an Independent equipped with a boiler or a carburettor can roll 1d6. Some fighters can roll several dice, in which case the number of dice is specified after the concerned characteristic.

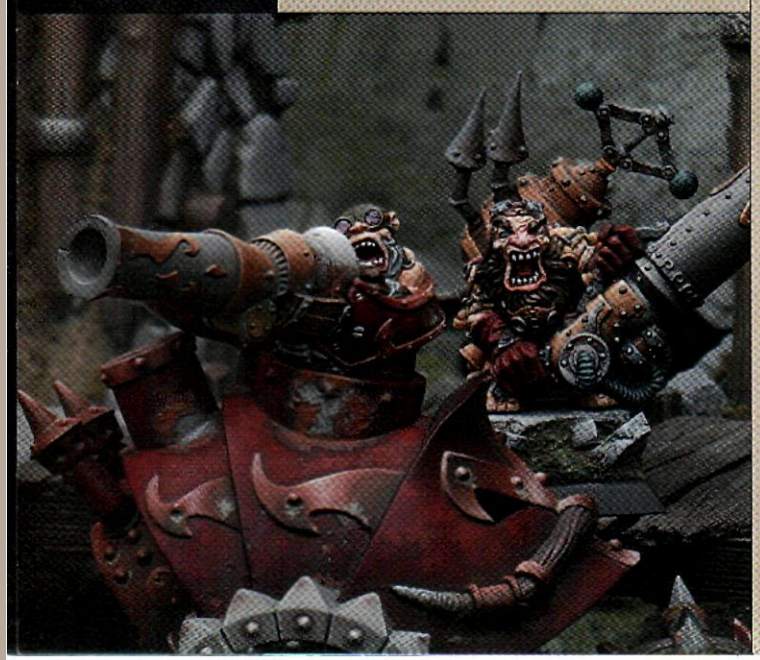
This roll is called the Pressure Roll for a steam machine and the Injection Roll for naphtha machines. Whatever the number of fighters with the required equipment in a same Unit may be, the player makes only one roll (except for Independents who make their own separate Pressure or Injection Rolls). This roll's result determines the bonus that every concerned fighter gets in this round.

If the roll's result is [•], then an incident happens. The equipment does not give any bonus and the player must roll the die again and refer to the following table:

1/**Chain Reaction:** *A tank explodes.*
Randomly determine the incident's victim among the fighters concerned by this test. He then suffers a Damage Roll (STR 10). Furthermore, 1d6 is rolled for all fighters, friend or foe, located within 2.5 cm or less of the victim. On a result of [⁘] or more they suffer a Damage Roll (STR 6). If another fighter equipped with a boiler or a carburettor suffers this Damage Roll, the player rolls another d6 (if the fighter survived the Damage Roll or not). On a result of [•] his tank also explodes. Repeat the same procedure until no more explosions are set off.

2-4/**Leak:** *A scalding spray bursts from one of the fighters' machine.*
Randomly determine this incident's victim among the fighters concerned by this test. He suffers a Damage Roll (STR 5). Furthermore, 1d6 must be rolled for all fighters, friend or foe, located within 2.5 cm or less of the victim. On a result of [⁘] or more they suffer a Damage Roll (STR 3).

5-6/**Breakdown:** *The machine whistles and smokes wildly, but nothing happens...*



Endocrinal treatment (Sasia Samaris): Every time a miniature that has undergone endocrinal treatment makes a Mutagenic Roll, two dice are rolled instead of one. The player controlling the miniature then chooses the result that suits him. If the result is a double, then the fighter gets the Mutagenic bonus in the usual way yet suffers a Damage Roll with a STR equal to the sum of these two dice. In *Rag'Narok*, endocrinal treatment can only be used by alchemist of Dirz Characters.

Experimental ammunition (Lor-Arkhon the Deranged): Using these shells increases the steam cannon's risk of having an incident. Only Lor-Arkhon the Deranged is brave or reckless enough to use these machines. When he fires his cannon, the player controlling him can choose to use a normal cannonball or any of the experimental shells listed below. In the latter case an Incident happens when the Pressure Roll's result is [•] or [⁘].

- **Perforating shell (STR 10):** *Its tip of extremely hard alphax is able to pierce the most resistant armour.*
  When such a shell hits them, targets with a Resilience/RES greater than 10 are counted as having a Resilience/RES of 10.
- **Lacerating shell (STR 5):** *Its tip garnished with jagged metal blades cuts the flesh and causes horrible wounds.*
  When making the Damage Roll, a [⁙] can be rolled again like a [⁞]. Moreover, a result of [•] after having rolled again is added to the preceding result instead of being equal to 1.
- **Cluster shell (STR 8):** These shells use the Artillery with zone effect rules with the projectile's STR being 8.

Horns of damnation: cf. p. 127.

Lance of malachite (Enoch the Elementalist): When an attack is made with the lance of malachite, if the Attack Roll's result is strictly greater than the announced difficulty by five points, then the Damage Roll's result is read one line lower in the *Wound Table*, and two lines lower if the Attack Roll's result is greater by more than ten points.

Pressure regulator (The Brotherhood of Bronze): When a Unit is equipped with pressure regulators, the player must pay its price for each of its members. Only Independents can have a pressure regulator while the rest of their Unit does not have any, and vice versa.

Sacred weapons: When a sacred weapon causes a Damage Roll, the target's Resilience/RES is divided by two and rounded up to the higher integer.

Sacred armour: The wearer of sacred armour benefits from the "Immunity/Exceptional Wounds" ability. When a fighter who is immune to Exceptional Wounds must suffer a Damage Roll, the player rolls 1d6. On a result of ⚄ or ⚅ the Damage Roll is cancelled.

Stone of Survival (The Skimmers of the Ocean): In combat this jewel does everything to keep its bearer alive. This stone (POW 2; Initiate) can recover mana like any other magician.

The gems it holds can allow its bearer to re-roll his failed Defence Rolls. This effect is announced right before the Initiative Roll at the beginning of a combat, and can be used to affect several defence dice during the same round. To activate this game effect, two of the Stone of Survival's gems must be used. The player can then re-roll one of his failed Defence Rolls. For four gems, he can re-roll two failed Defence Rolls. However, the Stone of Survival does not allow a Defence Roll that has already been re-rolled to be rolled again. The Stone of Survival's gems cannot be used for anything else but re-rolling Defence Rolls.

There are several jewels of this kind, but no magician mastering Water or Living-dead being can have a stone of survival.

Symbiotic armour (Razheem the Insane): When he wears this armour, Razheem can endure one additional Wound. One must therefore inflict him with five Wounds instead of four to kill him. However, when he suffers his fourth Wound, Razheem the Insane's RES is reduced by 2 points (yet it cannot become less than 0 in this way).

Sword-axes (Arkeon Sanath, dawn warriors): When a fighter equipped with a sword-axe makes a Damage Roll, a result of ⚄ is considered a ⚅. He can therefore roll it again to try and increase the damage caused by his attack.

The Argument (The Skimmers of the Ocean): The Argument's rank is "Light Artillery."

The Caduceus (The Automaton Fortress): To use the Caduceus in *Rag'Narok*, all the Unit's members, even Independents, must be equipped with one.

The cauldron of Hyffaid (Elghir the Resolute): At the beginning of each round a dwarf fighter in base-to-base contact with Elghir the Resolute can be selected by the player controlling both of them. If this fighter is wounded, then his Wounds immediately heal by one degree. On the other hand if he is not wounded, then he gets the faculty to make counter-attacks and master strikes until the end of the round. Elghir the Resolute can use the cauldron of Hyffaid's power to heal his own Wounds, but not to make counter-attacks.

Skull-Crusher (Törk the Animal): The skull-crusher allows Törk the Animal to fire at a Unit charging or engaging him, even if he hasn't received an Order allowing him to fire. The shot is played in the usual way when the target is within 5 cm of Törk the Animal. The Aim test's difficulty is of 6 and cannot be modified.

Törk the Animal cannot use the skull-crusher if he attempts a counter-charge or a charge reception, or if he has already fired during the first firing and incantation phase.

The skull-crusher is reserved to Törk the Animal.

The companion of torments (Sykho Volesterus): Every Loss within a radius of 10 cm around the faithful gives one point of Suffering to the companion of torments. When he has accumulated six points of Suffering, then every

additional point is turned into one point of Temporary Faith for the faithful. These points can be accumulated from one round to the next and be used by the faithful when calling a miracle.

Only a faithful of Arh-Tolth can have a companion of torments.

Thermo-acceleration (Thermo-Priest on razorback): To use thermo-acceleration in *Rag'Narok*, all the Unit's members, even Independents, must be equipped with the module.

Thermo-compression (Thermo-Priest 1): To use thermo-compression in *Rag'Narok*, all the Unit's members, even Independents, must be equipped with a compressor (6 A.P. each).

During the battle it is enough if one of the Unit's members is successfully targeted by the "Thermo-compression" spell for the whole Unit, including Independents, to be able to re-roll each of their Pressure Rolls once. The result of the second roll must be used.

The Gae Bolga (Tanath the Young Horned-one): If the Gae Bolga inflicts a Wound during a firing and incantation phase, it remains stuck in its target (unless it is killed).

As soon as Tanath comes into base-to-base contact with this miniature, he rips out the Gae Bolga, causing a further Damage Roll (STR 12). Tanath cannot fire as long as he hasn't retrieved his weapon.

Only Tanath the Young Horned-one can remove the Gae Bolga from the victim.

The Ring of Redemption (The Executioner): When he is equipped with the Ring of Redemption, the Executioner gets an additional Damage die when he uses the "Assassin" ability. He therefore rolls 3d6 for his first Damage Roll made against the miniature he has charged, and uses the result he prefers.

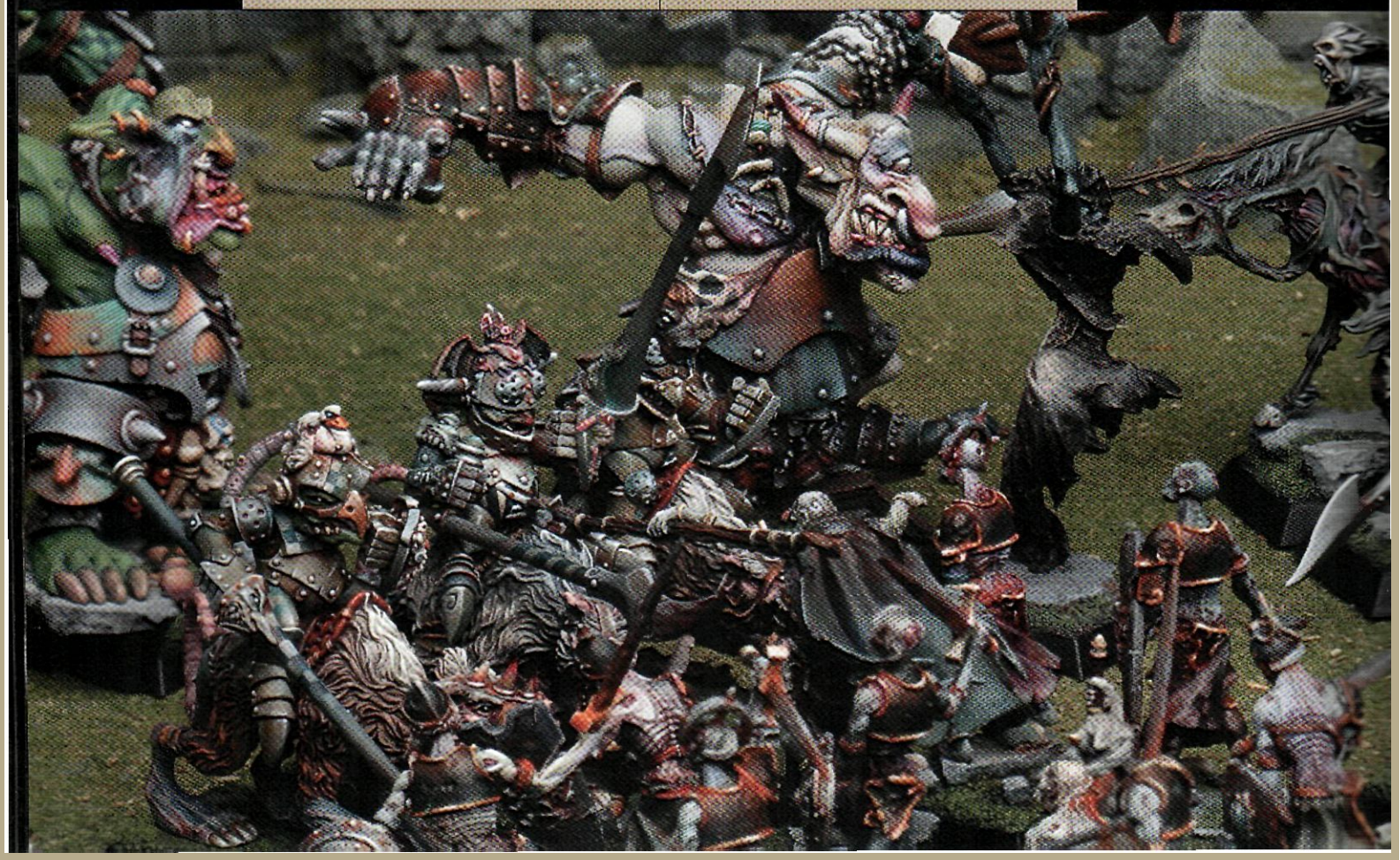
This artefact has no effect on fighters immune to the "Assassin" ability.

The Ring of Redemption is reserved to the Executioner.

The Shroud of the Condemned (Asgarh, pack leader): In *Rag'Narok* the Shroud of the Condemned gives the same protection as sacred armour. This artefact's downside applies as described on its card.

Vorpal axe (Baal the Conqueror): If the result of a Damage Roll caused by the vorpal axe is ⚄, ⚅, or ⚅ when re-rolling a 6, then the target is killed, no matter its RES and the number of Wounds it can endure. This effect does not apply to fighters with the "Immunity/Head" ability.

Watchgoblin jar (War Troll): A war troll equipped with the watchgoblin jar is immune to the "Assassin" ability's effects and has a field of vision of 360°. Furthermore, as long as the watchgoblin is alive, any opponents located behind the troll cannot attack him. Similarly, the troll cannot attack enemies behind him. They must first fight and kill the watchgoblin.



If fear-inducing enemies charge the war troll from behind, the watchgoblin must make a Courage test. If these fighters can frighten the troll, then he and the watchgoblin must each make their own Courage test.

- If the watchgoblin's Courage test is failed, then his Domination Factor is equal to that of the Unit he is a part of.
- If the watchgoblin is brought into a state of "Rout," then he is not considered a Loss but the troll no longer benefits from his effects until the end of the game.

10-3.2.2 Special capacities

Bran-Ô-Kor's Blood (Orc mystic warriors): If he wishes, a mystic warrior can temporarily sacrifice points of his Strength to increase his ATT rate. For every point of Strength/STR used, the mystic warrior's ATT rate increases by one point. The mystic warrior's Strength cannot become less than 0 in this way. This effect lasts until the end of the round.

Yet if for any reason whatsoever the mystic warrior is not directly in contact with the earth or a landform (hill, trench, etc.), if he is lifted into the air, on a bridge or in water, he loses this faculty.

Kayl Kartan: Kayl Kartan's reference card mentions two additional attacks (STR 7) in hand-to-hand combat. In *Rag'Narok* this bonus is of only one additional attack (STR 7).

Master shot (Bards of Alahan): Once per game a bard of Alahan can attempt a master shot. If the dagger hits its target, the player rolls 2d6 instead of one on the *Wound Table* and uses the higher result.

Sasia Samaris: Sasia Samaris's reference card mentions four additional attacks (STR 7) in hand-to-hand combat. In *Rag'Narok* this bonus is of only two additional attacks (STR 7).

The Armripper (Black Troll): If a black troll gets a ⚀ on one of his Damage Rolls (unless this result is gotten after rolling a ⚅ again), he immediately makes an additional Damage Roll against the same target.

The Earth lovers (Danu warriors): As soon as a Unit of Danu warriors suffers one or several Losses, the player rolls as many dice as there are Danu warriors left alive in the Unit. If at least half (rounded down to the lower integer) of the dice show a result of ⚄ or more, all Danu warriors immediately turn into spasm warriors. If a Unit of spasm warriors spends a whole round without being involved in a fray, they turn back into Danu warriors. They can then turn into spasm warriors again in the usual way.

A Unit of Danu warriors can try to transform only once per phase, no matter how many Losses it suffered in this phase. Spells and miracles made to cause Danu warriors to transform can, however, allow the members of a Unit to attempt additional transformations.

The Elusive (Avangorok the Elusive): This capacity affects Avangorok as well as the Unit he is part of. In no way, not even using magic or miracles, can the opponent find out which Order or Orders have been given to Avangorok and his Unit. Neither can he use magic or a miracle to force this Unit to carry out its Order.

When Avangorok and his Unit are placed in reserve, they do not have to make a Discipline test to enter the game. However, in this last case the Unit's total Numbers must not be more than 12. If its Numbers are more than 12, then the Unit must make a Discipline test in the usual way.

The Enraged (Hirh-Karn the Enraged): In every hand-to-hand combat phase Hirh-Karn rolls 2d6 instead of one for the first Damage Roll he causes. He chooses the result on the two dice that suits him to determine the amount of damage caused.

The No-Dan-Kar Cleaners (Goblin gas-blowers): Once per round, at any time during the movement phase, the gas-blowers can use a gas they invented. All the gas-blowers in a same Unit must use the same gas.

The player places a *Confrontation/Rag'Narok* card flat down touching the base of every gas-blower and chooses one of the effects below. The effects of the "Stinging cloud" and of "Frenzy vapour" apply to all fighters covered by the card. The affected fighters must be counted like Independents for the resolution of combats.

- **Veil of soot:** The cloud created in this way blocks all lines of sight passing through the area of effect defined by the card.
- **Stinging cloud:** The itching causes a -1 penalty on all Initiative, Aim, Attack and Defence Rolls. This penalty can be accumulated with any other. However, if several cards cover the same miniature, this penalty applies only once. This has no effect on the Living-dead and Constructs.
- **Frenzy vapour:** All the dice of the miniatures affected by this gas are automatically placed in attack. This gas has no effect on the Living-dead and Constructs.

These effects are cumulative if several Units of gas-blowers cover the same zone and use different gases. Gas-blowers are immune to the effects of these gases.

The One who Protects Eternity (Wolfen grave guardian): In *Rag'Narok* this special capacity gives the grave guardians the "Bane/Living-dead. Alchemists of Dirz. Goblins. Drunes" ability.

The Rage of the Desert (Arkeon Sanath): When Arkeon Sanath uses the "Mutagenic/X" ability he can no longer place any dice in defence. In return he gets the "Implacable/Unlimited" ability.

The Scorpion Claws (Skorize warriors): Skorize warriors are subject to two special rules:

- **Combat gases:** Thanks to the gases they constantly breathe, Skorize warriors are considered to have the "Fierce" ability.

The mechanical familiar (The Brotherhood of Bronze): In *Rag'Narok* only an Independent can benefit from the mechanical familiar's effects.

The Life Stealers (Spectres of Acheron): When a spectre of Acheron makes a Damage Roll, a result of ⁘ is considered a ⁞ and can therefore be re-rolled. And a result of • after having re-rolled a Damage Roll is not an automatic failure.

Spectres of Acheron are not beings of Large Size, yet they still have to be inflicted with two Wounds to be destroyed.

If a spectre of Acheron causes a Loss by inflicting more Wounds on his victim than are needed to kill the victim, then he can choose to regenerate by one Wound degree instead of making a devastating attack.

And spectres of Acheron still benefit from their ability to move through miniatures and elements of the scenery as mentioned on their special capacity card.

- **Scorpion Claws:** When he charges, a Skorize warrior uses a technique known as the Scorpion Claws.

He then benefits from a +1 bonus on all his Initiative, Attack, Defence and Damage Rolls, but only when made against the opponent or opponents he has just charged. A result of • on these rolls is still an automatic failure and only a ⁞ gotten before adding any bonuses can be rolled again.

This capacity has no effect on engagements. If, after fray splitting, the fighter with this capacity is no longer in contact with the opponent or opponents he charged, then he loses this bonus.

This capacity does not give a bonus when the fighter does a devastating attack.

A fighter who places himself in contact with a Skorize warrior following a charge reception is considered to have been charged. The Scorpion Claw's effects are therefore used against him.

The Scorpion Claws technique can only be used against miniatures on an infantry base.

10-3.2.3 Spells

Animation of the Living-dead (Spellbook of Necromancy): In *Rag'Narok* the fighters reanimated using this spell are considered to have been summoned and follow the summoning rules.

Asphyxia (Familiar of Air): When under this spell's influence, the victim suffers a -1 penalty in INI, AIM, ATT and DEF. These penalties can be accumulated with any other penalties, but they cannot make any of these characteristics become less than 0.

At the beginning of the next round, the magician can invest two additional gems of Air to maintain the bubble's integrity and thus deprive the enemy fighter of oxygen for another round. The victim then suffers a Light Wound. If the magician continues doing so in the following rounds, then the Wound suffered becomes Serious and then Critical. If the magician continues paying gems in the rounds after that, then the suffered Wound remains a Critical one.

If the targeted miniature is within more than 30 cm of the magician at the beginning of a round, then the latter cannot maintain Asphyxia and the spell automatically ends.

Asphyxia has no effect on Constructs, Immortals, the Living-dead and the Possessed.

Cenacle of the Damned (Chthonian Spellbook): The magician selects a miniature within less than 10 cm of him. Its A.P. value must not be greater than the magician's by more than 10 A.P.

The enemy targeted by the magician suffers a -2 penalty on his Initiative, Aim, Attack and Defence Rolls.

As long as the Cenacle of the Damned remains active, the magician can no longer cast spells or recover mana gems. Yet he can use countermagic as long as he has gems left.

This spell ends as soon as the targeted miniature or the magician is eliminated.

Chitinous Eruption (Spellbook of Technomancy): Once this spell has been successfully cast, the targeted fighter's RES increases by two points. Furthermore, the results of all Damage Rolls made against him are read one line further up in the *Wound Table*. Chitinous Eruption can only be cast on fighters of rank category 1. The spell's target must be removed as a Loss at the end of the game.

Cold Blood (Enoch the Elementalist): If Enoch the Elementalist manages to cast this spell successfully, the player rolls 1d6. If he gets a ⚅, then the target suffers a Wound. In the following round the player rolls 1d6 at the beginning of the movement phase. If he gets another ⚅, the target suffers another Wound, and so on until the unlucky fighter's death. If the player gets a ⚀ on one of these rolls, the spell ends, but any Wounds it may have caused remain. Cold blood has no effect on the Living-dead, Constructs and elemental beings.

Danu's Blood (Kelt druid 3): This spell affects either the Kelt druid or a miniature in base-to-base contact with him.

The fighter targeted by this spell ignores the first Wound he is inflicted with. This means, for example, that for the first Damage Roll made against the targeted fighter, a result indicating one Wound is considered a failure and two Wounds are equal to only one.

Dissipation (Spellbook of Primagic): This spell does not allow the effects of rituals to be dissipated.

Excommunication (Darkness hunter): A fear-inducing fighter affected by this spell can be charged by any Griffin fighter without having to make a Courage test. If the targeted fighter is part of a Unit whose other members are fear-inducing, a Courage test must still be made, but the excommunicated fighter is not counted in his Unit's Domination Factor if the Griffins fail their Courage test.

Foreboding (Spellbook of Shamanism): This spell is to be cast right before the Tactical Roll. If the incantation is successful, the magician selects a friendly or enemy Unit. He must have a line of sight on the targeted Unit. During the movement phase this Unit must be either the first or the last (as chosen by the magician) to carry out its Order. This effect applies no matter the Tactical Roll's result.

This spell can be cast only once per round on the same battlefield.

Fulminating Possession (Familiar of Fire): The targeted fighter gets the "Possessed" and "Bravery" abilities until the end of the round.

Fulminating Possession has no effect on fighters without a Discipline rate.

Incandescent Chastisement (Griffin inquisitor 2): When under this spell's influence the Griffin inquisitor's blows become devastating. When making a Damage Roll for him, the player rolls 2d6 and applies the result of his choice. In case of a double ⚅, the victim is killed, no matter his Resilience and the number of Wounds he can endure.

Internal Chaos (Akkadhalet): This spell is to be cast during the movement phase, when the opponent uses his right to refuse to carry out an Order. Under this spell's effect the opponent is forced to carry out an Order and still loses one of his refusal rights.

Kiss of the Earth (Orc mystic warrior): This spell is to be cast at the beginning of the movement phase, after the Orders have been assigned to the various Units. A fighter chosen by the magician sees his Movement rate doubled or halved until the end of the round. This spell affects the characteristic itself, and therefore has no effect on abilities, experience cards and artefacts that affect Movement.

A fighter can be affected by this spell only once per game.

Knowledge of the Shadow (Hermetic Spellbook): This spell is to be cast at the beginning of the movement phase. The number of times that the opponent can refuse to carry out an Order is reduced by 1 for the remainder of the round.

Mechanical Frenzy (Fenggar Iron Hand): In *Rag'Narok* only an Independent may benefit from this spell.

Morbid division (Morbid angel 2): In *Rag'Narok* the morbid puppets created using the "Morbid division" spell are subject to the rules concerning the summoning of fighters.

Ointment of Cure (Kelt druid 1): If the spirits are lenient and the "Ointment of cure" spell is successfully cast, then the targeted fighter sees his Wounds heal by one degree. This spell can only heal a fighter who is suffering one single Wound when the spell is cast. This spell has no effect on fighters who are suffering more than one Wound.

Pearl of Purification (Familiar of Water): Pearl of Purification's difficulty is proportional to the number of Wounds the target is afflicted with at the moment the spell is cast :

- **1 Wound:** 6
- **2 Wounds:** 9
- **3 Wounds:** 12
- And so on, while increasing the difficulty by 3 points for every additional Wound.

After having been successfully cast, this spell heals the target's Wounds by one degree.

The Living-dead, Constructs and elemental beings bound to Fire cannot benefit from the Pearl of Purification's powers.

Pressure Transfer (Dwarf thermo-priest): This spell can be cast at any time during a round, but it can only target an Independent carrying steam equipment. The targeted fighter must roll one additional d6 for every Pressure Roll he makes. The results are added together to calculate the bonus given by the steam. A result of ⚀ on one or both dice means that an incident has happened. During Pressure Transfer the spell caster's steam equipment becomes unusable. This spell can be maintained from one round to the next by paying one gem of Earth.

Primordial Humus (Chthonian Spellbook): This spell may be cast at the beginning of any phase. Primordial Humus's difficulty is bound to the number of Wounds the target is afflicted with at the moment the spell is cast.

- **1 Wound:** 6
- **2 Wounds:** 8
- **3 Wounds:** 10
- And so on, while increasing the difficulty by 2 points for every additional Wound.

After having been successfully cast, this spell heals the target's Wounds by one degree.

Primordial Humus can be cast several times per round on the same fighter, but it cannot be used on Constructs and elemental beings.

Provocation (Spellbook of Shamanism): Provocation can only be cast during the movement phase, right after a Unit of the magician's camp has carried out its Order. If the incantation is successful, the magician selects an enemy Unit. He must have a line of sight on the targeted Unit. It must then immediately carry out an Order without being able to refuse in any way.

Symbiotic Attack (Sasia Samaris): The targeted fighter is completely covered by the monster. He must immediately make a Defence test with a difficulty equal to the one chosen for this spell.

If he fails this test, the targeted fighter suffers a Wound with a STR equal to the number of gems invested in the Symbiotic Attack. If the result on the die is ⚅ on the Damage Roll, then the victim is removed as a Loss, no matter the number of Wounds he can endure.

This spell's range can never be increased.

Selective Compression (Thermo-priest on razorback): This spell can only target Independents carrying steam equipment. The targeted fighter can only use one piece of his steam equipment, but must make as many Pressure Rolls as he carries pieces of such equipment. For example, if he carries two, he can only use one of them but rolls two dice and adds together the results. Yet a result of ⚀ on a Pressure die still means an incident has happened.

Spirit of the Buffalo (Törk the Animal): In *Rag'Narok* the Spirit of the Buffalo can affect only Characters.

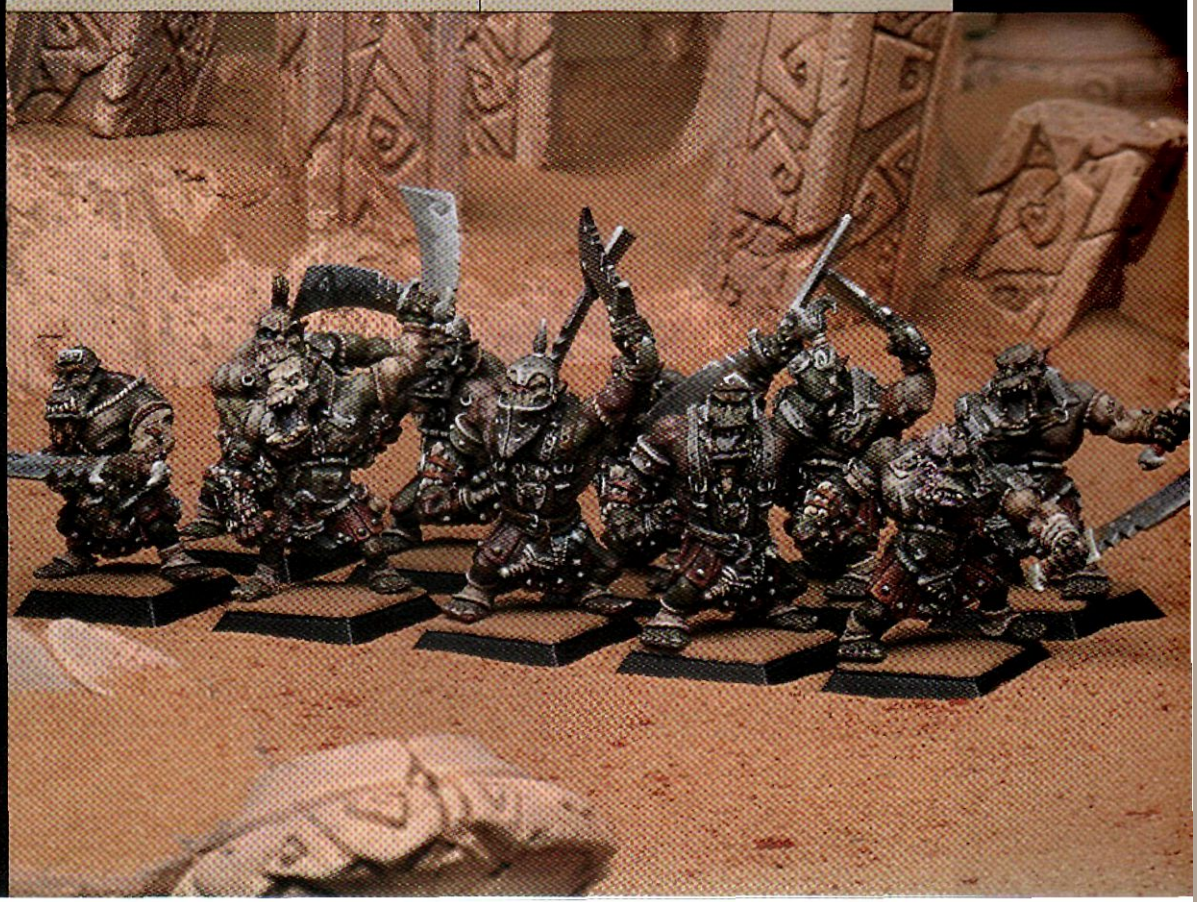
The Sad Gaze (Bard of Alahan 1): This spell is to be cast at the beginning of a round. Only wounded Characters can benefit from its effects. The targeted Character is considered to have the "Possessed" ability. In return he must make use of his capacity to gain an additional combat die.

Transfer of Agony (Spellbook of Necromancy): Transfer of Agony progressively transfers the magician's Wounds to an allied target. Every transferred Wound allows the magician to heal his Wounds by one degree. If a transferred Wound kills the target, then Transfer of Agony immediately ends. The transfer is made within one round, no matter how many Wounds are transferred. Transfer of Agony cannot target the Living-dead, Constructs and elemental beings.

Tenebrous Eye (Spellbook of Technomancy): Once this spell has been successfully cast, the magician gets the "Consciousness" ability. In return, when the result of a Damage Roll made against him is equal to ⚅, the magician is removed from the game as a Loss, no matter how many Wounds he can endure.

Magicians with the "Immunity/Head" ability cannot open the Tenebrous Eye.

Voluptuous Seduction (The Babayagob): In *Rag'Narok* only Characters can be affected by Voluptuous Seduction.



10-3.2.4 Miracles

Enchantment of the Doll (Neràn the Scary): The targeted fighter must make a Discipline test whose difficulty depends on the part of the body aimed at by the miracle:

- Legs: 10
- Arm: 8
- Torso: 6
- Head: 4

If this test is failed, the target suffers a Damage Roll whose Strength varies according to the body part affected by the miracle:

- Legs: 0
- Arm: 4
- Torso: 6
- Head: 8

Eviction of the Impostors (Universal Litany): When called during the movement phase, Eviction of the Impostors forces the opponent to reconsider his strategy. This miracle's call must be made at the moment that the opponent selects one of his Units to carry out its Order. If the call is heard, then the opponent must select a different Unit and have it carry out its Order. He cannot use his right to refuse in any way.

Temporal Grasp (Litany of Light): This miracle does not allow the effects of communions to be dissipated.

Uren's Protection (Provost of Uren): In *Rag'Narok* this miracle only works if all the fighters concerned by the Pressure Roll benefit from Uren's Protection.

10-3.2.5 Experience cards

The Art of War (Travel Journal 1): The player can refuse to carry out an Order one additional time as long as the hero with this experience card is present on the battlefield. This right to refuse applies even if the player has more Units than his opponent.

Carnassial Weapon (Salias Yesod, First Incarnation): In *Rag'Narok* a carnassial weapon has the same effects as a sword-axe and gives its bearer the "Toxic/0" ability.

10-3.2.6 Unusable cards in *Rag'Narok*

10-3.2.6.1 Spells

Angel of Fire (Melkion the Flaming)
Blazing Rage (Caïrn the Apostle)

PLEASE NOTE
These cards can only be played if both players agree on their being used.

Chthonian Wave (Chthonian Spellbook)
Cunning of the Jackal, The (Törk the Animal)
For the Glory of the Bold (Bard of Alahan)
Hands of Oxyde, The (The Babayagob)
Hateful Rambling (Spellbook of Sorcery)
Illusion of the God Rat (The Babayagob)
Immobilization (Kyran the Hunter)
Lunar Gift, The (Migaïl the Selenite)
Martyr of Yllia (Wolfen Lonewolf)
Mask of the Condemned (Sophet Drahas)
Merin's Justice (Griffin Inquisitor)
Murmur of Pain (Irix the Sibyl)
Premonitory Vision (Familiar of Light)
Psalm of the Doleful (Spellbook of Sorcery)
Psalms of Insanity (Quaestor of Acheron)
Rift (Kyran the Hunter)
Spark of Life (Spellbook of Theurgy)
Strident Whistle (Familiar of Air)
Tenebrous Swelling (Spellbook of Technomancy)
Virtue of Sacrifice (Spellbook of Theurgy)
Wave of Fervour (Griffin Inquisitor)
Word of Pain (Sasia Samaris)

10-3.2.6.2 Miracles

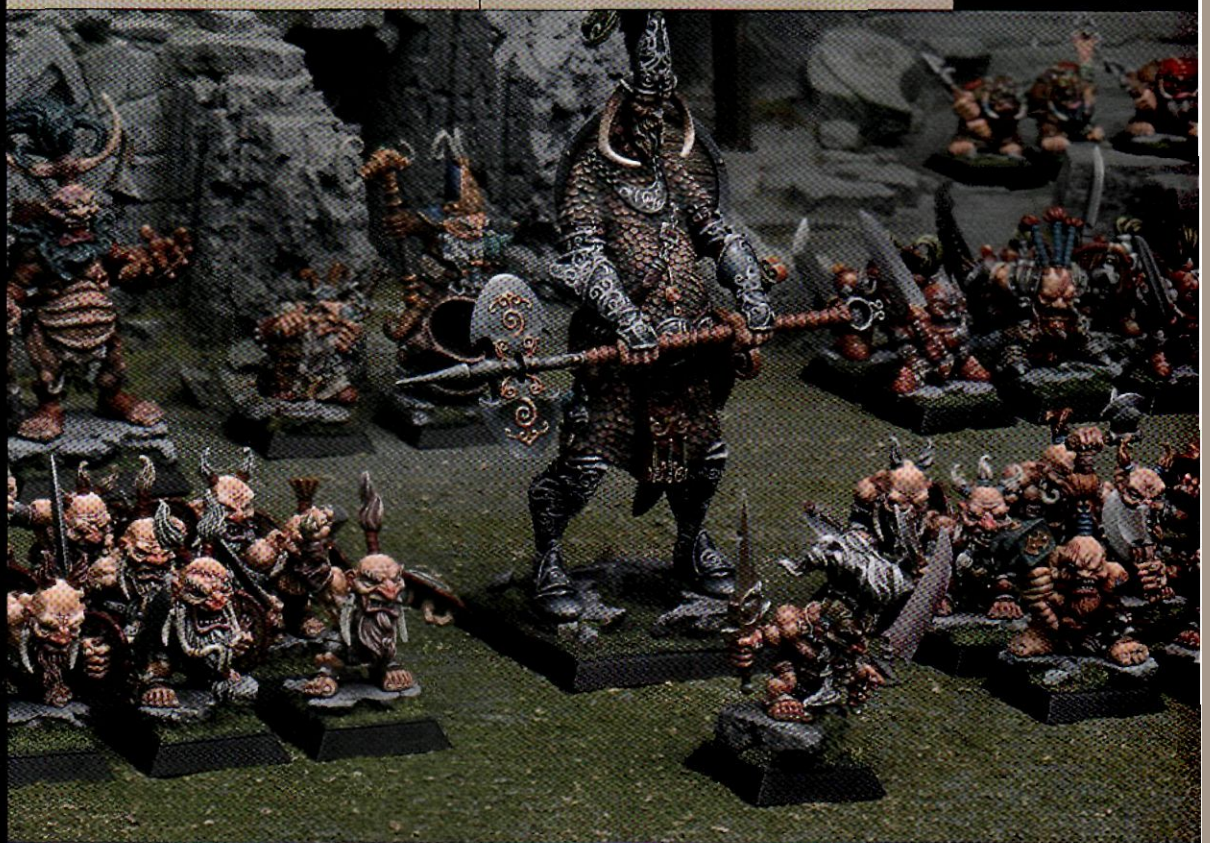
Army of Destiny (Litany of Destiny)
Claws of Arh-Tolth (Sykho Volesterus)
Convocation (Universal Litany)
Demon's Sympathy, The (Universal Litany)
Divine Clemency (Universal Litany)
Divine Engagement (Litany of Darkness)
Extenuating Touch (Litany of Darkness)
Incarnation of Justice (The Priestess of Steel)
Justice of Balance (Litany of Destiny)
Sacred Design (Universal Litany)

10-3.2.6.3 Objects

Banner of the Pacifier, The (Aegher the Brief)
Excoriator, The (Bhor-Hok the Leader)
Obsidian Skull, The (The Queen of Ashes)
Staff of the Puppeteer (Akkadhalet)

10-3.2.6.4 Experience cards

Alone Against All Others (Bragh An Scâthar)
Bad Omen (the Gorgon)
Blade of Pain (The Skimmers of the Ocean)
Dance of the Dervish (Full Moon)
Deafening Clamour (Zeïren)
Great Strategist, A (the Automaton Fortress)
Incarnation of Pain (Zeïren)
Mark of the Predator, The (Full Moon)
Merin's Gaze (The Ardent Brotherhood)
Sailor's Foot (The Skimmers of the Ocean)
Screams of Darkness, The (The Gorgon)
Unreal Presence (The Nemesis Project)



APPENDIX 4
CONSTRUCTS AND THE LIVING-DEAD

Certain troops do not have Discipline (DIS "-"): the Living-dead and Constructs. They have abilities that identify them as being such.

The "Leadership/X" ability of Construct and Living-dead commanders has no influence on the "living" and vice versa (no basic Orders, no transmission of the commander's COU/FEAR and DIS, etc.).

However, an army's Commander-in-Chief can still transmit the additional Orders acquired when making the Tactical Roll to his Units.

10-4.1 STRANGLEHOLDS

Seeing that Constructs and the Living-dead do not have a reference DIS, the performing of manoeuvres and movements that require a DIS Roll becomes risky. This disadvantage is compensated by the Stranglehold rules: by spending mana gems, certain commanders of their army are able to give them temporary DIS.

A Construct or a Living-dead benefits from the Stranglehold that he generates.

In the following rules, the Constructs and Living-dead are designated by the term "Receptacles."

10-4.1.1 Luminous Stranglehold (Constructs)

The following Cynwäll elves can generate Luminous Strangleholds by spending gems of Light:

- Cynwäll magicians / Warrior-mages who master the path of solaris;
- Cynwäll magicians / Warrior-mages who master the path of chronomancy;
- Cynwäll fighters equipped with an Orb of Clarity (see next page).

Luminous Stranglehold is a Discipline substitute for **Constructs**.

10-4.1.2 Dark Stranglehold (Living-dead)

The following magicians of Acheron can generate Dark Strangleholds by spending gems of Darkness:

- Magicians / Warrior-mages of Acheron who master the path of necromancy;
- Magicians / Warrior-mages of Acheron who master the path of circaeus;
- Fighters of Acheron equipped with an Orb of Obscurity (see next page).

Dark Stranglehold is a Discipline substitute for the **Living-dead**.

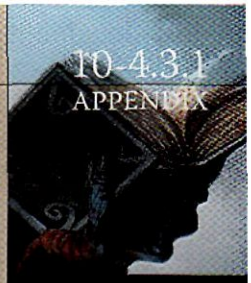
10-4.2 ADDITIONAL ORDERS

A Stranglehold allows Orders to be given to Units of Receptacles.

After the Tactical Roll and before the attribution of Orders, the army's Commander-in-Chief can, if he is able to generate Strangleholds, spend gems (Light/Darkness). These gems can come from his reserve if he is a magician or Warrior-mage, or from an artefact that allows him to generate Strangleholds (for example: Orb of Clarity or Orb of Obscurity).

The army's Commander-in-Chief acquires one additional Order for every two gems spent. These additional Orders can only be given to friendly Units of Constructs (Light) or of Living-dead (Darkness).

Unused Orders are lost.



10-4.3 INCREASING DISCIPLINE

A Stranglehold allows compensation for the Receptacles' absence of Discipline by giving them a temporary rate in this characteristic.

At the beginning of the movement phase, a fighter able to generate Strangleholds can transform one or several of his gems (Light/Darkness) into as many points of the equivalent Stranglehold (Luminous/Dark).

This amount is equal to the temporary DIS of the friendly Receptacles in the same Unit as the fighter generating the Stranglehold. If the generating fighter has Leadership, then the Stranglehold he produces is transmitted to the Living-dead fighters in Units within this ability's range. The rules on the "Leadership/X" ability apply as usual.

Any penalties due to difference in rank between the fighter generating the Stranglehold and the Receptacles do not apply.

The points in DIS gained thanks to the Stranglehold disappear at the end of the round.

EXAMPLE

An Adept necromancer of Acheron has the "Leadership/10" ability (FEAR 8, DIS 4), but not the "Living-dead" ability. He is deployed in a Unit of zombie warriors and with a Unit of ghouls of Acheron within his range of leadership. At the beginning of the movement phase the necromancer spends 3 gems of Darkness to generate as many points of Dark Stranglehold. The zombie warriors are Living-dead. They do not benefit from the FEAR and DIS transmitted by the necromancer's leadership (he is "alive"), but they acquire a DIS of 3 until the end of the round thanks to the Dark Stranglehold. The ghouls are alive. They benefit from the FEAR and DIS transmitted by the necromancer's leadership, but not from the Dark Stranglehold (which only works for the Living-dead).

10-4.3.1 Crâne warriors

Crâne warriors of Acheron can generate Dark Strangleholds if they are equipped with the **"Horns of Damnation"** artefact (17 A.P.).

This artefact can be given to any Crâne warrior of Acheron. It increases his leadership range by 10 cm and can hold a number of gems of Darkness equal to the FEAR printed on its bearer's reference card.

During the first firing and incantation phase, any magician of Acheron located within 10 cm or less of a friendly bearer can spend gems of Darkness and place them into this bearer's Horns of Damnation.

Then the Crâne warrior can transform all or some of the stocked gems into an equal number of points of Dark Stranglehold so as to increase his DIS or acquire additional Orders.

If a horde of Acheron's Commander-in-Chief is equipped with Horns of Damnation, then he begins the game with 1d6 gems of Darkness in his horns' reserve.

NOTE

These rules complete and replace those printed on the "Horns of Damnation" artefact card.

10-4•A
ORB OF CLARITY

This artefact can only be used in *Rag'Narok*. An army can have several of them in its ranks.

An Orb of Clarity can be given to any Cynwäll Character, Warrior-mage Leader or Warrior-monk Leader.

The bearer becomes able to generate Luminous Strangleholds. This artefact is considered to be an Initiate of Light (POW 3) for the calculation of the number of gems that it holds at the beginning of the game, of its gains during each mana recovery phase, and of its maximum reserve of gems.

An Orb of Clarity's gems of Light can only be used to generate Luminous Strangleholds.

An Orb of Clarity cannot be the target of an effect that affects magicians or a magician's mana reserve.

10 A.P.

10-4•B
ORB OF OBSCURITY

This artefact can only be used in *Rag'Narok*. An army can have several of them in its ranks.

An Orb of Obscurity can be given to any Character, Warrior-mage Leader or Warrior-monk Leader of Acheron.

The bearer becomes able to generate Dark Strangleholds. This artefact is considered to be an Initiate of Darkness (POW 3) for the calculation of the number of gems that it holds at the beginning of the game, of its gains during each mana recovery phase, and of its maximum reserve of gems.

An Orb of Obscurity's gems of Darkness can only be used to generate Dark Strangleholds.

An Orb of Obscurity cannot be the target of an effect that affects magicians or a magician's mana reserve.

10 A.P.

APPENDIX 5
ABILITIES

This section describes in detail the effects of all the abilities mentioned on the fighters' reference cards. Some of these abilities have an automatic and permanent effect. The "Hard-boiled" ability, for example, gives an exceptional resilience to the one benefiting from it. Others are optional. This is, for example, the case of "War fury," which improves a fighter's offensive potential but reduces his capacity to defend himself. Taking this risk is left up to the player.

Additional limb: This ability is optional. The player can choose to use it before the Initiative test preceding a combat during the hand-to-hand combat phase. If he decides to do so, all fighters in his camp involved in this combat are subject to the effects of the "Additional limb" ability.

They then invert their ATT and DEF. This effect lasts until the end of the round.

REMINDER
For a same camp, a combat can only involve fighters of the same type.

Alliance/X: A fighter with this ability can be recruited by an army of X (see Alliances, p.32) or be considered a member of the X people. Whichever the case may be, he is counted as an Ally when building an Army in which he is present thanks to this ability.

Ambidextrous: Fighters who master this ability can make counter-attacks without any penalties. They gain one attack die for every successful defence. Ambidextrous cannot be combined with the "Counter-attack" ability.

Assassin: An Assassin can join any Unit, even of a rank category higher than his. **At the beginning of a hand-to-hand combat phase,** if he isn't already in contact with an enemy, he can be placed in contact with any enemy miniature involved in the same fray as him. He must nevertheless have enough space to come into base-to-base contact with his victim. Therefore a miniature surrounded by members of its Unit cannot be engaged by an Assassin. He can also, if the player wishes, trade places with a friendly miniature that is already in base-to-base contact with his target. The miniature the Assassin replaces is moved into his place.

When this game effect is used, an Assassin is subject to the bonuses and penalties caused by charging, when applicable. So if his enemy has charged in the round being played, the Assassin suffers the penalties as if he had been charged himself. Similarly, if his opponent has been charged by the Assassin's Unit, then it is considered that the Assassin has charged his opponent.

If Assassins of opposing camps are in the same fray, it is the winner of the Tactical Roll who activates his first.

During the round in which he charged, the Assassin rolls 2d6 instead of only one for the first Damage Roll he causes, but only one is chosen to determine the seriousness of the damage inflicted. This advantage only applies for damage inflicted on fighters the Assassin has really charged. It has no effect against another Assassin.

Authority: When a fighter with Authority is present in a fray, the player controlling him decides how the fray's combats are split and in which order they are resolved. The player who won the Tactical Roll at the beginning of the round decides if all the concerned fray's combats are resolved before or after the other frays.

If it should happen that several confronting frays each have a fighter with this ability, then the player who won the Tactical Roll chooses the order in which they are resolved. If a fray

includes opposing fighters endowed with the "Authority" ability, then it has no effect.

Bane/X: When a fighter with this ability wounds an enemy whose Bane he is, the victim sees the Damage Roll's result read one line lower in the *Wound Table*. When a fighter inflicts a Damage Roll on an opponent whose Bane he is and this opponent has the "Hard-boiled" ability, then these two abilities cancel each other out.

Blood brother/X: When a Character has this ability, he can call upon his blood brother for a battle of great importance. Each of their costs in A.P. as printed on their reference cards is reduced by 25 %. This also applies to all magic objects, spells and miracles held by the blood brothers.

Should one of the two happen to die, then his blood brother subtracts one point from all his rolls of the dice until the end of the game. This penalty does not apply to Damage Rolls.

Born killer: For such fighters a result of ⚀ on a Courage Roll is not an automatic failure.

Furthermore, on all of their Attack and Defence Rolls (even when attempting a counter-attack), every die whose result is a failure can be re-rolled once. Whatever the new result may be, it must be used for this test.

This ability has no effect when the fighter makes a devastating attack.

When a fighter with the "Born killer" ability also uses War fury, this does not allow him to re-roll his failed Attack Rolls twice. Yet his Damage Rolls that do not inflict a Wound can be re-rolled once. This effect does not apply to devastating attacks.

Bravery: Fighters endowed with Bravery do not consider a result of ⚀ on a Courage Roll to be a failure. To them, a result of ⚀ on such a roll is added to their COU, even after having re-rolled a ⚅. Furthermore, a result of ⚄ on a Courage Roll is considered equal to ⚅ and can therefore be rolled again.

If an Independent with Bravery but without Leadership/X accompanies a Unit whose troops do not have Bravery, then this ability has no effect.

If a commander with the "Bravery" ability makes a Courage test for a Unit while its troops don't have it, then he must first make a Discipline test with a difficulty of 8 before each Courage test. If this test is passed, then the "Bravery" ability's effects apply in the usual way. If it is failed, then Bravery has no effect.

If a Unit whose troops have the "Bravery" ability uses the COU of a commander who does not have it, then this ability applies anyhow.

Brutal: When making Attack Rolls for fighters endowed with Brutal, a result of ⚄ is considered equal to ⚅ and can therefore be rolled again. Thanks to this ability a result of ⚀ gotten after having re-rolled a ⚅ on an Attack or Damage Roll is added to the preceding result.

Brutish charge: A warrior making a brutish charge benefits from a +1 on the result of the die of his Attack and Damage Rolls, but only those made against the opponent or opponents he has just charged. A result of ⚀ on an Attack Roll is still an automatic failure. Also, on Damage Rolls a result of ⚀ is always read on line 1 of the table, even if it is gotten after re-rolling a ⚅. Be it an Attack or Damage Roll, only a ⚅ gotten before adding the bonus can be rolled again.

This ability has no effect during an engagement. If, after fray splitting, the fighter with this ability is no longer in contact with the charged opponent or opponents, then he loses this bonus.

A fighter who is placed in contact with an opponent after a "Charge reception" Order was carried out is considered to have been charged. The brutish charge's effects therefore apply against him.

Colossal: A fighter with the "Colossal" ability is considered to be of Very Large Size and can suffer one additional Wound before being killed.

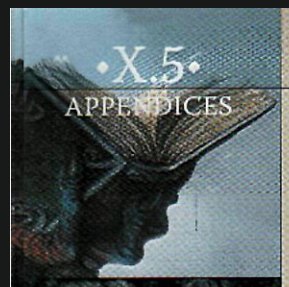
Concentration/X: Some of the characteristics of fighters gifted with this ability are represented in bold type on their reference card. X indicates the total number of points that the player can distribute among these characteristics in bold type in every round. These points can be attributed at any time and not necessarily all at once. Yet it is impossible to use these points to modify a roll that has already been made.

Leadership does not transmit the bonuses gained using Concentration. They are acquired until the end of the round. The reserve X is available to the fighter at the beginning of each round.

The Concentration points of the troops in a same Unit must be assigned to the same characteristics. Independents are not subject to this restriction.

Consciousness: In all their actions they can target a miniature or Unit even if they do not have a line of sight onto it. They can therefore charge an opponent who they do not see at the beginning of their movement. However, when firing, an obstacle blocking a line of sight remains an obstacle in the projectile's trajectory, even if the target has been spotted.

Fighters with Consciousness also sense the presence of Scouts as if the latter didn't have this ability.



Construct: Fighters with this ability are immune to the effects of Fear and of the state of "Rout" (see States). Furthermore, they are not subject to the rules that apply to Discipline: when they must make a Discipline Roll, their DIS is always considered to be equal to 0. A commander cannot have a Construct benefit from his FEAR or his DIS. Yet he can have him benefit from an Order in the usual way.

Counter-attack: When facing an opponent able to return every blow, even the most skilled swordsmen are compelled to fear dying. A non-Character fighter with this ability can make counter-attacks as if he were a Character. When a Character, a Warrior-mage or a Warrior-monk has this ability specified on his reference card, then the difficulty of his Defence Rolls when making a counter-attack is increased by only 1 point (instead of 2).

Cursed by the Gods: A Character who is Cursed by the Gods never re-rolls a ⚅ on any of his rolls of the dice.

Desperate: Such a fighter never suffers the effects of Rout or of Disorganisation. He can never flee for any reason whatsoever. If his Unit flees, then the Desperate fighter automatically becomes a new Unit.

In no way can a Desperate fighter acquire the "Leadership/X" ability, neither by becoming a Leader, nor through the effect of a spell, miracle, magic object or experience card.

Devotion/X: There are fighters whose devotion to their masters is such that they are willing to give their blood and their life for the glory of those they serve.

When a magician needs mana gems, he can sacrifice a warrior in his camp who has this ability at any time in a round. The sacrificed fighter's miniature must be in base-to-base contact with the magician's. By doing so, the magician recovers X gems of one (and only one) Element that he masters.

The sacrificed fighter is considered a Loss, but he is not counted in the number of Wounds at the combats' outcome.

Dreadful: A Dreadful fighter causes fear even among other fear-inducing creatures. He is immune to fear, even the one caused by the Living-dead and other Dreadful creatures. He can, however, be affected by fear caused by an Incantation or Divination effect. If a Unit has the disadvantage at the end of a fray in which a Dreadful opponent is involved, then the Courage test's difficulty increases by one point. This penalty is not cumulative if several Dreadful fighters are involved in the fray.

This ability cannot be transmitted by leadership. A Dreadful commander transmits his FEAR but not this ability.

Enormous: An Enormous fighter is considered to be of Very Large Size.

Ephemeral/X: At the end of each round the player must roll 1d6 for every fighter endowed with this ability that he controls. On a result of X or higher, this warrior suffers a Damage Roll read in the "-3/-2" column. The player controlling him then rolls the die again. He continues doing so until the fighter is killed or the die indicates a result lower than X.

A game element with Structure Points can also be given this ability, a symbol of its fragility. In this case it loses 1 S.P. every time the Ephemeral Roll is successful. A miniature afflicted by this ability cannot benefit from a Regeneration Roll in any way.

Exalted: A ⚀ gotten on a Divination Roll, even after rolling a ⚅ again, is not an automatic failure for the Exalted faithful.

Fanaticism: For a Fanatic a result of ⚃ on his Discipline tests is considered equal to ⚅ and can thus be rolled again. If a Fanatic fails his Courage test when facing a fear-inducing opponent, a Discipline Roll may be attempted with the same difficulty. If this new test is passed successfully, then the Unit's reaction is determined in the usual way, but the state of "Rout" is replaced by Control, and the latter is replaced by Valour.

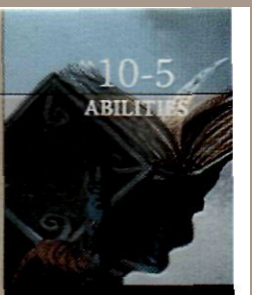
The Fanatic's Courage must be tested again during the following round if he is still in contact with the same fear-inducing fighter or a different one whose FEAR is equal to or greater than that of the preceding one.

If a Unit whose members have the "Fanaticism" ability fails its Courage test at the combats' outcome, a Discipline Roll with the same difficulty can be attempted again. If this new test is passed successfully, then the Unit is not in Rout and remains in the state it was in when making the test, but it cannot make a thrust movement in this round.

If an Independent with the "Fanaticism" ability but without Leadership/X accompanies a Unit whose troops do not have this ability, then it does not have any effects.

If a commander with Fanaticism fails a Courage test for a Unit while its troops do not have it, then a Discipline test with a difficulty of 8 must be made. If the test is passed successfully, then Fanaticism applies in the usual way. If the test is failed, then this ability has no effect.

If a Unit whose troops have Fanaticism uses the leadership of a commander who does not have it, then this ability still applies.



Feint: When a fighter with this ability succeeds an Attack Roll, the player controlling him may choose to make a feint instead of a normal attack. Before his opponent rolls his defence dice, he may cancel one adverse attack or defence die instead of making a normal attack. He may choose to do so for every successful Attack Roll that he makes. If he chooses to attack in the normal way, then his opponent can still defend himself if he has one or several defence dice left.

Fencer: When a Fencer succeeds an attack, his opponent suffers a -1 on the result of the die of his Defence Roll. Thus a result of ⚂ becomes ⚀ and is therefore an automatic failure. Furthermore, it is impossible to counter-attack a fighter who has the "Fencer" ability, not even thanks to Ambidextrous.

Fierce: Whatever the number of Losses they are inflicted with, Fierce fighters do not lose attack dice in hand-to-hand combat if they are killed before having been able to attack.

Flight: See pp. 11, 61 and 83.

Gigantic: A Gigantic fighter is considered to be of Very Large Size and can suffer two additional Wounds before being killed.

Harassment: A fighter with this ability can carry out a "Move and fire" Order during the first firing and incantation phase. He can first fire and then move and vice versa. He can also make a part of his movement, fire, and then finish his movement. However, this movement cannot let him engage an opponent. Furthermore, he does not suffer a penalty on his firing difficulty when firing while moving.

Hard-boiled: When a player makes a Damage Roll against a fighter with the "Hard-boiled" ability, the effects are read one line further up.

It is impossible to go further than the highest line in the table in this way.

Hardened: On all his die rolls, except Damage Rolls, a result of ⚄ is considered to be equal to ⚅ and can therefore be rolled again. Thanks to this ability, a result of ⚀ gotten after re-rolling a ⚅ is added to the preceding result.

Hyperian: Hyperians are immune to all forms of Fear. They naturally repel creatures with a FEAR on their reference card: these treat the Hyperians' COU as if it were FEAR and their own FEAR as Courage. This rule also applies to the Living-dead, but not to Constructs. Leadership cannot transmit this unique power.

Cynwäll elves are instinctively friendly with Hyperians as if their destinies were linked. They can ally on any battlefield.

Iconoclast: Iconoclastic faithful see their Temporary Faith depend on their enemies and not on their allies. To calculate their amount of Temporary Faith points, count the number of enemy miniatures, no matter their people, that are within their aura of faith. The faithful himself is included in this total amount.

Immortal: *Many warriors believe that the faithful are just manipulators who use ancient beliefs and their people's ancestral fears as a means to their ends. This is absolutely not true. The gods themselves cannot manifest themselves on Aarklash, but the celestial and abyssal legions are here to prove that the legends are true... These divine beings with sometimes terrifying powers are the Immortals.*

There are three Circles of Immortals that symbolise their power and their position in the divine hierarchy. The closer an Immortal's Circle is to the Heart of Creation, the harder and the more dangerous his summoning will be.

The Third Circle includes minor beings, servants of the celestial or demonic powers.

The Second Circle is made up of the fighters of the occult armies, the legions that would march upon Aarklash if the gods were to return to walk among men.

And the First Circle is composed of the most powerful and respected beings of the Prohibited Spheres. Their powers defy imagination...

The Immortals are grouped together in the same way as the Alliances described on page 32: the Ways of Light, the Paths of Destiny, and the Meanders of Darkness.

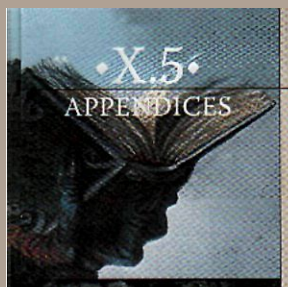
A given army can only include Immortals coming from its Alliance within its ranks. An Immortal can join an army in two ways:

- **Summoned before the battle.** The A.P. indicated on his reference card are counted in the army's total value when it is built.
- **Summoned using an appropriate miracle.** The rules on summoning apply.

Every Immortal has one of the abilities listed below. For each one of them the X corresponds to the fighter's Circle.

EXAMPLE
Being of Light/2 is a Being of Light of the Second Circle.

- **Being of Light/X:** Beings of Light serve the cause of justice in all its forms, be it intransigent or merciful. They are affiliated to the Ways of Light. A Being of Light is immune to all forms of fear, even of divine or magic origin, and cannot come under an enemy's control. They are considered to have the "Righteous" ability.
- **Being of Destiny/X:** The concepts of Good and Evil are practically unknown to Beings of Destiny. They act according to their desires and their surroundings. They are affiliated to the Paths of Destiny. A Being of Destiny is



immune to the "Assassin" ability and is considered to have the "Consciousness" ability.

- **Being of Darkness/X:** Corruption, desolation and destruction are the main reasons for existence of these dreadful creatures. They are bound to the Meanders of Darkness. Fear-inducing fighters, except the Living-dead and Constructs, are no longer immune to Fear when faced with a Being of Darkness, and their Fear is turned into Courage. A Being of Darkness is immune to all forms of fear, even of magic or miraculous origin. It cannot come under an enemy's control.

Immunity/X: This ability's effects vary according to the nature of the Immunity specified by X (Immunity/Fear, Immunity/Fire...).

- **Immunity/Exceptional Wounds:** When a fighter who is immune to Exceptional Wounds must suffer a Damage Roll, the player rolls 1d6. On a result of ⚄ or ⚅ the Damage Roll is cancelled.
- **Immunity/Head:** All Damage Rolls made against such a fighter automatically fail on a result of ⚀, ⚁ or ⚂.
- **Immunity/Torso:** All Damage Rolls made against such a fighter automatically fail on a result of ⚀ or ⚁.
- **Immunity/Arms and Legs:** All Damage Rolls made against such a fighter automatically fail on a result of ⚀.
- **Immunity/Element:** A fighter who is immune to a type of Element, Fire for example, never suffers the harmful effects bound to a spell made up even partially of the concerned Element. This ability also protects against Elemental Projections of Elementals of the Element to which he is immune.

Implacable/X: An Implacable fighter can make a devastating attack as soon as he has killed one of his opponents. To do so he does not have to inflict more Wounds than needed to kill him.

X defines how often the "Implacable/X" ability can be applied for a given Attack.

When a fighter has the "Implacable/X" ability, then his first devastating attacks are always made due to this ability, no matter how many Wounds he inflicts. It is therefore impossible to hold this ability "in reserve."

Incarnation: A fighter who gets this ability doubles his value in A.P. He then gets the status of a Character with all the advantages bound to it. Any non-Character fighter can be given this ability. But only an experienced fighter can join an army while claiming to be a Character. A fighter who becomes a Character thanks to the "Incarnation" ability cannot join an army unless he has defeated at least one Shadow in *Incarnation* mode.

Instinctive firing: When they carry out a "Move and fire" Order, fighters trained at this kind of firing can move a maximum distance equal to twice their Movement rate. Then they can fire only at a target located within short range with a difficulty increased by three points.

When firing into a fray, fighters with this ability do not consider themselves to be at a further range. Furthermore, they never risk hitting fighters of their camp, even if the Aim test's result is ⚀.

Leap: When they move, fighters endowed with Leap can make up to two jumps, each of a maximum length equal to half the distance they move in the round. When making a Leap, a fighter ignores all obstacles, even other miniatures, of a height no greater than half of his Movement rate (in cm). The "Leap" ability can only be used by Units in scattered formation and by Detachments.

Leadership/X: X is a distance in centimetres. This ability has no effect for musicians and standard-bearers unless they form a war-staff with a commander! These effects are described in the first chapters of rules.

Living-dead: Fighters with this ability are immune to the effects of Fear and of the state of "Rout" (see States). They never make Courage tests, even if they have the disadvantage at combat outcome. Their Discipline rate does not exist ("-"), so when they have to make a Discipline Roll, their DIS is considered to be equal to 0.

The Living-dead are so terrifying that they can frighten opponents who have FEAR. Unless noted otherwise, fighters with FEAR are no longer immune to fear when facing a Living-dead fighter. Their Fear rate is then considered to be a Courage rate.

The Living-dead are subject to particular rules concerning Leadership (see Leadership) and combat outcome (see Thrust movement).

Loved by the Gods: For each one of his rolls, except Damage Rolls, a fighter who is Loved by the Gods considers a result of ⚃ or ⚄ to be equal to ⚅ and can be rolled again. Thanks to this ability, a result of ⚀ gotten after re-rolling a ⚅ is added to the preceding result.

Loyal/X: Loyal fighters are not counted in the number of fighters within a faithful's aura of faith: a Loyal fighter directly gives him X Temporary Faith points. This ability does not give any points to Iconoclasts, who consider a Loyal enemy to be a normal fighter.

EXAMPLE

A brontops rider has the "Implacable/2" ability. He is in contact with four spearmen of Alahan. During a hand-to-hand combat phase he makes a successful attack and kills one of the spearmen by inflicting him with one single Wound. Thanks to the "Implacable/X" ability a first devastating attack can be made. This new attack kills another spearman, again with only one single Wound. The brontops rider's Implacable value being 2, this ability can be used again to make a second devastating attack. From then on the normal rules concerning devastating attacks apply again, meaning that the brontops rider must inflict a spearman with at least two Wounds to get a third devastating attack.

EXAMPLE

A giant barbarian (Implacable/1) inflicts three Wounds on a goblin marauder. This is normally enough to give him one devastating attack even without using his "Implacable/X" ability. Yet he is nevertheless considered to have used this ability to make his first devastating attack.

EXAMPLE

A prowler of the Abyss (MOV 15) runs, so the maximum distance he can move is 30 cm. The player decides to have him move 28 cm. He then has several options.

- Make two leaps of 14 cm each.
- Move 10 cm in the normal way, leap 14 cm and then move another 4 cm.
- Move 5 cm, leap 10 cm (less than 14 cm since he plans to move 28 cm), move 5 cm, leap again, but this time by 5 cm (still less than 14 cm) and move the last 3 cm in the normal way.
- And so on, with all different kinds of combinations possible...

Martyr/X: When a faithful needs Temporary Faith, he can sacrifice a warrior of his camp who has this ability at any time during a round. The sacrificed fighter must be in base-to-base contact with the faithful. By doing so the latter gets X additional Temporary Faith points. The sacrificed fighter is removed as a Loss, but he is not counted in the number of Wounds at combat outcome.

Master archer/crossbowman: Fighters endowed with either of these abilities know to get the most from their bow or crossbow. They can fire one additional time per round.

Master strike/X: A non-Character fighter with this ability can attempt a master strike for each of his attacks if he has several combat dice available. In this case he suffers an additional penalty of -1 in his ATT. A fighter whose Attack is 0 or less cannot make a master strike.

If his attack is not parried and the final result is greater than the announced difficulty by 5 points or more, then this difficulty is added to the attacker's STR for the following Damage Roll. An attack's minimum level of difficulty is 0.

Fighters, be they Characters or not, with the "Master strike/X" ability add X to the STR of their attack when they successfully make a master strike.

Master swordsman: When a Master swordsman succeeds an attack, his opponent suffers a -1 on the result of his Defence Roll. Thus a result of ⚀ becomes a ⚁ and is consequently an automatic failure. Moreover, it is impossible to make a counter-attack against fighters with the "Master swordsman" ability, not even thanks to Ambidextrous. And finally, on Attack Rolls a result of ⚄ is considered to be a ⚅ and thus can be rolled again. Thanks to this ability a result of ⚁ obtained after having re-rolled a ⚅ on an Attack Roll is not an automatic failure.

Mercenary: A Mercenary can fight alongside any army. If he fights in an army that is not of his people, then he is considered an Ally.

Mutagenic/X: In every round, before the Tactical Roll, for every 300 A.P. of fighters with the "Mutagenic/X" ability still present in the same army, the player gets one Mutagenic Point (M.P.). All magic objects, spells, miracles and experience cards of fighters with this ability must be added to this total.

From 1 to 300 A.P. the player gets 1 M.P., from 301 to 600 A.P. he gets 2, and so on. These points must then be distributed among the fighters depending on their Mutagenic value (X):

- **Mutagenic/-2:** 1 M.P. affects up to 15 fighters.
- **Mutagenic/-1:** 1 M.P. affects up to 10 fighters.
- **Mutagenic/0:** 1 M.P. affects up to 5 fighters.
- **Mutagenic/1:** 1 M.P. affects 3 fighters.
- **Mutagenic/2:** 1 M.P. affects 1 fighter.
- **Mutagenic/3:** 2 M.P. affect 1 fighter.
- **Mutagenic/4:** 3 M.P. affect 1 fighter.
- **And so on.** For every additional point in the fighter's "Mutagenic/X" ability one more M.P. is needed to affect him.

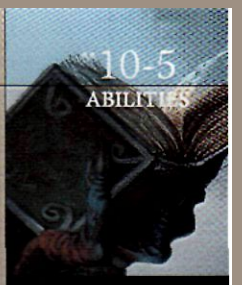
The distribution of M.P. is done right before the Tactical Roll. For every Mutagenic value present in a Unit, the player can roll 1d6 at any time during a round. The result, plus or minus the Mutagenic value, is the number of points

he can distribute among the characteristics of the Unit's members. The player does not have to distribute these points immediately, but Mutagenic cannot modify a roll that has already been made.

Also, during a combat, a miniature's Defence cannot be increased after the opponent has made his Attack Rolls. The Mutagenic Points generated by a roll of the dice must be used to modify the same characteristics among all the fighters using these points.

Mutagenic cannot modify Power or aspects.

A fighter with the "Leadership/X" ability only transmits his unmodified Courage/Fear and Discipline rates. A Unit can benefit from only one Mutagenic Roll per round, unless under the effect of a spell, miracle or magic object. All of a fighter's Mutagenic dice are rolled at the same time. The stimulants' effects cease at the end of the round.



ATTENTION!
If an Independent accompanies a Unit whose Mutagenic/X value is different from his, then the M.P. must be attributed separately

EXAMPLE
A Unit is made up of 20 Dirz halberdiers (Mutagenic/-1), a Dirz musician (Mutagenic/0) a Scorpion oriflamme (Mutagenic/0) and Vargas Metatron (Mutagenic/1).
This Unit includes three different Mutagenic values (-1, 0 and 1). The player can decide to attribute M.P. to one or several of these types of miniatures. If he selects one of them, then he must make sure that all fighters who are of this type are affected. So in this example the M.P. can be distributed in the following way:
- 2 M.P. to affect the 20 Dirz halberdiers.
- 1 M.P. to affect the musician and the oriflamme.
- 1 M.P. to affect Vargas Metatron.

The Dirz player can choose not to affect one or several of these three Mutagenic varieties. If he decides to give M.P. to the halberdiers of

EXAMPLE
A Unit of Dirz halberdiers has three points to distribute. The player decides to increase their Attack rate by 2 points and their Strength by 1. In this case all the Dirz halberdiers benefit from the same bonus. It is impossible to increase the Attack rate and Strength of some and the Defence rate and Resilience of others using the same points.

A result of [•] or less on a Mutagenic Roll is an automatic failure, even if this result was gotten after applying a modifier.

Mutagenic's effects last until the end of the round.

Pariah: Pariahs cannot benefit from another miniature's leadership unless it is also a Pariah. If they have the "Leadership/X" ability, then it only affects fighters who also have the "Pariah" ability.

Personal enemy: If a Character manages to kill his Personal enemy, then all his Wounds are immediately healed and he gets one of his victim's abilities. The player controlling the victorious fighter chooses this ability. The following abilities cannot be acquired in this way: Abominable, Additional limb, Colossal, Construct, Enormous, Flight, Gigantic, Hyperian, Immortal/X, Immunity/X, Living-dead, Selenite and War-horse.

Possessed: Possessed fighters are subject to two rules: Ultimate Attack and Demonic Rage.

- **Ultimate Attack:** Possessed fighters only suffer half (rounded down to the lower integer) of the Attack penalties due to Losses.

However, if a Possessed fighter is targeted by the additional attack that his opponent gained after a devastating attack (see p. 93), then he cannot use his combat die or dice to defend himself (yet he can attempt a counter-attack if possible). In this case he cannot place his die in attack to attempt an Ultimate Attack.

- **Demonic Rage:** If a Possessed fighter can endure several Wounds, he becomes even more dangerous when he is injured. So for every Wound degree inflicted on him, such a fighter benefits from a +1 on the result of all his Attack Rolls. However, these bonuses do not apply when the fighter makes an Ultimate Attack.

Remember that in order to roll a die again, only the unmodified result is taken into account. If, for example, a Possessed fighter benefits from a +1 and the player controlling him gets a [⚄] on his Attack Roll, then the final result is very well [⁝] but this die cannot be rolled again. Similarly, a result of [•] on a roll remains a failure, no matter the bonus.

Rallying cry: Once per game a warrior who can let out a rallying cry inspires heroic acts by his troops. All the Units in his camp located within 30 cm or less of the fighter who let out the rallying cry are made immune to fear, even if it is caused by the Living-dead or by Dreadful beings, until the end of the round. Units that were fleeing are automatically rallied.

Rapidity: Fighters endowed with Rapidity can triple their Movement rate when charging or running. When a fighter with the "Rapidity" ability must flee, the player controlling him can choose to do so over a distance of between two or three times his Movement rate.

Regeneration/X: When fighters with the "Regeneration/X" ability suffer Wounds in hand-to-hand combat, they are not removed from the fray immediately, even if the number of Wounds is enough to kill them. Instead, they remain in place with a number of counters equal to the number of Wounds they have received. (This amount cannot be greater than the number of Wounds needed to kill them.) If these fighters have suffered enough Wounds to kill them, they lose their Attack dice in the usual way.

Before determining the combat outcome, a Regeneration Roll is made for every wounded fighter. If the die indicates a result of X or more, then a counter is removed. If the same fighter suffered several Wounds, then the die is rolled again as long as the roll is successful, and this until the roll fails or the fighter is no longer wounded.

Fighters who have suffered enough Wounds to be killed and who have not managed to *regenerate* any are removed as Losses.

EXAMPLE 1
Seven dwarves of Mid-Nor are in contact with four spearmen of Alahan. The latter win the Initiative. The dwarves of Mid-Nor nevertheless place their 7d6 in attack. Their enemies kill five of these dwarves. Because there are only two dwarves of Mid-Nor left, they should normally lose five of the seven attack dice they had. Thanks to the "Possessed" ability they only lose half of them (rounded down to the nearest integer), meaning two. The dwarves of Mid-Nor therefore still have five attack dice.

EXAMPLE 2
A dwarf of Mid-Nor is in contact with four spearmen of Alahan. The latter win the Initiative. Their opponent nevertheless places his die in attack. The spearmen of Alahan kill him. Yet the number of dice lost by this dwarf is calculated in the following way: 1 divided by 2 rounded down to the nearest integer is equal to 0, so the dwarf of Mid-Nor does not lose his attack die.

EXAMPLE 3
A cyclops of Mid-Nor is in contact with four spearmen of Alahan. The latter win the Initiative. The creature nevertheless places its 2d6 in attack. Its enemies kill it. The number of dice lost by the cyclops of Mid-Nor is calculated in the following way: 2 divided by 2 equals 1. The creature can therefore make an attack before succumbing.

EXAMPLE
Being a Character of Small Size, Araqsalil must suffer three Wounds to be killed. Furthermore, he is endowed with the "Possessed" ability. If he suffers a Wound, he benefits from a +1 on all his Attack Rolls. If he suffers a second one, then this bonus becomes +2. Yet when he is Wounded a third time he is removed as a Loss. He can then make an Ultimate Attack if he placed dice in attack, but he no longer benefits from any bonuses.

Regenerated Wounds are not counted when determining the combat outcome.

When fighters with the "Regeneration/X" ability suffer Wounds during one of the firing and incantation phases or the divination phase, their Regeneration Roll must still be made just before combat outcome. The fighters who already suffered enough Wounds to be killed during the first firing and incantation phase keep moving with their Unit but must be placed at the back.

When making the Regeneration Roll, the Wounds suffered during the preceding rounds can be regenerated in the usual way.

EXAMPLE
Five zombies in armour (Acheron; Regeneration/5) are in contact with six orc bruisers. They lose the Initiative. Their 5d6 are nevertheless placed in attack. The orc bruisers manage to succeed five attacks of which three inflict a Wound. Three zombies get a counter. So the player controlling them loses three attack dice. Before determining combat outcome, the Acheron player rolls 3d6 to try to regenerate his zombies. He gets a ⚀, a ⚁ and a ⚂. One zombie gets back up and the two others are removed as Losses.

Reinforcement: Every time a fighter with this ability is killed, his miniature is placed aside. These miniatures must be grouped into Units of the same type. As soon as one of these Units reaches a value of 50 A.P. or more it becomes a potential reinforcement.

The maximum value of a reinforcement Unit is 80 A.P. Above this limit a new Unit must be made. A fighter whose value is greater than 80 A.P. is a reinforcement Unit on his own.

During the reserve entry phase the player can roll 1d6 for the reinforcement Unit with the lowest total A.P. value.

- On a result of ⚀ or ⚁ the Unit is definitely considered a Loss.
- On a result of ⚄ or ⚅ the Unit returns to the game. It must be deployed within its camp's deployment zone as if it were a reserve Unit.

A Leader with the "Reinforcement" ability loses his Leader status when he dies. He is then considered a normal fighter whose cost in A.P. is the one printed on his reference card.

Independents with this ability can join any Unit of the same rank category as theirs when building reinforcement Units. Warrior-mages and Warrior-monks with this ability can join any Unit, no matter its rank category.

An Independent who returns to the game thanks to the "Reinforcement" ability does not return with all his artefact, spell and miracle cards. Also, all the effects affecting him when he died have been dispersed.

Righteous: Righteous warriors are immune to all forms of fear, even of magic or miraculous origin, and cannot come under an enemy's control in any way whatsoever. Leadership does not transmit this ability. If a fighter with the "Righteous" ability accompanies a Unit whose members do not have it, then the following rules apply:

- If the Unit refuses to charge or engage a fear-inducing enemy because of fear, the Righteous fighter can choose to either charge or engage his enemy alone or to remain with his Unit.
- If the Unit flees due to fear, the Righteous fighter can choose to remain alone or to follow his Unit. He is then not considered to be in Rout and can leave his Unit in a later round.

Scout: Scouts are deployed only once all Units have been revealed at the end of the deployment phase. A Scout may be placed outside of his camp's deployment zone. Scouts may be deployed in such a way as to be able to charge an enemy in the first round, but out of Marching range (see Orders) of any enemy miniature that has already been placed.

- If the Scout is deployed with an enemy within his Charging range (see Orders), then he is considered to be visible to the enemy.
- If the Scout is deployed without any opponents within his Charging range, then he is considered to be "invisible" and cannot be targeted by any enemy actions.

  As long as he has not made any rolls, except Courage tests, Mutagenic Rolls and Mana Recovery Rolls, and as an enemy is not within Marching distance of him, the Scout remains hidden.

Selenite: *The origins of the Selenites are veiled in mystery. They form a secret caste living unbeknown to all in the most distant corners of Aarklash. Few scholars know their true history. Some Selenites do not understand the accursed gift bestowed upon them by Yllia, the Moon, and only too late do they discover the night star's influence on their behaviour.*

Before choosing a Selenite's spells and artefacts, the player rolls 1d6.

- 1 to 3: Day. No modifier.
- 4: Crescent moon. +1 in INI and DIS.
- 5: Gibbous moon. +2.5 in MOV and +1 in COU/FEAR.
- 6: The player rolls 1d6 again:
  - 1: New moon. +Possessed.
  - 2 to 5: Half moon. +1 in POW (or this characteristic is gained with a value of 1) and Initiate of his people's Primary Domain/Selenism if the fighter is not a magician.
  - 6: Full moon. +1 spell OR Born killer.

Selenites master the Element of "Water" in addition to those they may already possess. They can also ally themselves with the Wolfen.

Sequence: Non-Character fighters who have this ability are able to take an additional die during hand-to-hand combat by sacrificing ATT and DEF points like a Character can. They cannot, however, acquire more than one additional combat die per hand-to-hand combat phase in this way. When a Character who benefits from this ability decides to acquire an additional combat die, it only costs him one ATT point and one DEF point instead of two.

Sharp shooter: For such fighters a result of ⚀ on an Aim Roll is not an automatic failure.

Spirit of.../X: On the reference card, the X is replaced by the name of an Element. When a magician with Spirit of an Element makes an Incantation Roll made up even partially of this Element, a result of ⚀ is not an automatic failure.

Stateless: A Stateless fighter can join any army. He adapts so well to his surroundings that he adopts the most common ability among his new hosts at the beginning of a battle. If the most common ability cannot be acquired by the Stateless fighter, then he adopts the second most common one. The "Additional limb," "Colossal," "Construct," "Dreadful," "Enormous," "Flight," "Gigantic," "Hyperian," "Immortal/X," "Immunity/X," "Living-dead," "Selenite" and "War-horse" abilities cannot be acquired thanks to the Stateless ability.

Stateless fighters are considered to be Allies. They are therefore subject to all the rules and restrictions concerning them.

Survival instinct: The player must roll 1d6 before every Damage Roll made against such a fighter: on a result of ⚅ the Damage Roll is cancelled. If the fighter also benefits from another similar effect, then make several consecutive rolls starting with the one with the best chances of success.

EXAMPLE
Becbunzen is a goblin Character. He therefore has the "Survival instinct" ability. Thanks to the "Occult dubbing" miracle he also benefits from the effects of sacred armour. If he must suffer a Damage Roll, first make the roll bound to the sacred armour that allows him to avoid Wounds on a result of ⚄ or ⚅. If this roll fails, then make the roll for the "Survival instinct" ability.

Thaumaturgist: For every Wound inflicted on him his aura of faith grows by 5 cm. If the faithful is healed, then his aura of faith is readjusted accordingly.

Toxic/X: In every round, before the Tactical Roll, for every 300 A.P. of fighters with the "Toxic/X" ability still present in his army, the player gets one Toxic Point (T.P.). The value of all magic objects, spells, miracles and experience cards of the fighters who have this ability is to be counted in this total. From 1 to 300 A.P. the player gets one T.P., from 301 to 600 A.P. he gets two...

These T.P. can then be distributed among the fighters depending on their Toxic/X value:

- **Toxic/0 to 1:** 1 T.P. affects up to 10 fighters.
- **Toxic/2 to 3:** 1 T.P. affects up to 5 fighters.
- **Toxic/4 to 5:** 1 T.P. affects up to 3 fighters.
- **Toxic/6 to 7:** 1 T.P. affects 1 fighter.
- **Toxic/8 to 9:** 2 T.P. affect 1 fighter.
- **Toxic/10 to 11:** 3 T.P. affect 1 fighter.
- **And so on.** For every additional point in the fighter's "Toxic/X" ability, one more T.P. is needed to affect him.

The choice of the Units affected by this ability is made right before the Tactical Roll. When a fighter who benefits from this ability's effects makes a Damage Roll against an enemy without killing him, then he makes a second Damage Roll where the attack's STR is equal to X. In no way can a Damage Roll that has killed its target generate another Damage Roll due to the "Toxic/X" ability.

A Damage Roll made thanks to this ability can never permit a devastating attack.

The Living-dead, Constructs and Immortals are immune to this ability.

The "Toxic/X" ability's effects apply to the fighter benefiting from it until the end of the round.

ATTENTION!
If an Independent accompanies a Unit whose Toxic value is different than his, then the T.P. must be attributed separately.

Vivacity: For fighters endowed with this ability a result of ⚀ on an Initiative Roll is not an automatic failure.

War cry/X: War cry gives a FEAR equal to X at the moment that a charge is made. This ability can only be used when charging. The fighter still uses his COU when making Courage tests. When a fighter charges a fear-inducing enemy while using his war cry, he then becomes im-

mune to the FEAR level against which he normally would have had to test his Courage.

If an Independent who does not have the "War cry" ability accompanies a Unit whose members have it, then he does not have to make a separate Courage test if his Unit charges a fear-inducing Unit. However, he is not counted in the calculation of his Unit's Domination Factor if it manages to frighten an enemy Unit thanks to the "War cry" ability.

If a fighter with the "War cry" and "Leadership/X" abilities accompanies a Unit that also has the "War cry" ability, then he transmits his FEAR to his Unit's members at the moment that they charge.

War cry has no effect on fighters with the "Dreadful," "Being of Darkness" or "Living-dead" ability.

War fury: War fury is an optional ability. Before the Initiative test that precedes combat in the hand-to-hand combat phase, the player must decide if his fighters use War fury or not. If he decides to use it, then all fighters in his camp involved in this combat are subject to this ability's effects.

REMINDER
For a same side, a combat can only involve fighters of the same type.

The player must then place more combat dice in attack than in defence for this combat, no matter the Initiative Roll's result.

When a fighter uses War fury, then this ability's effects apply until the end of the round being played.

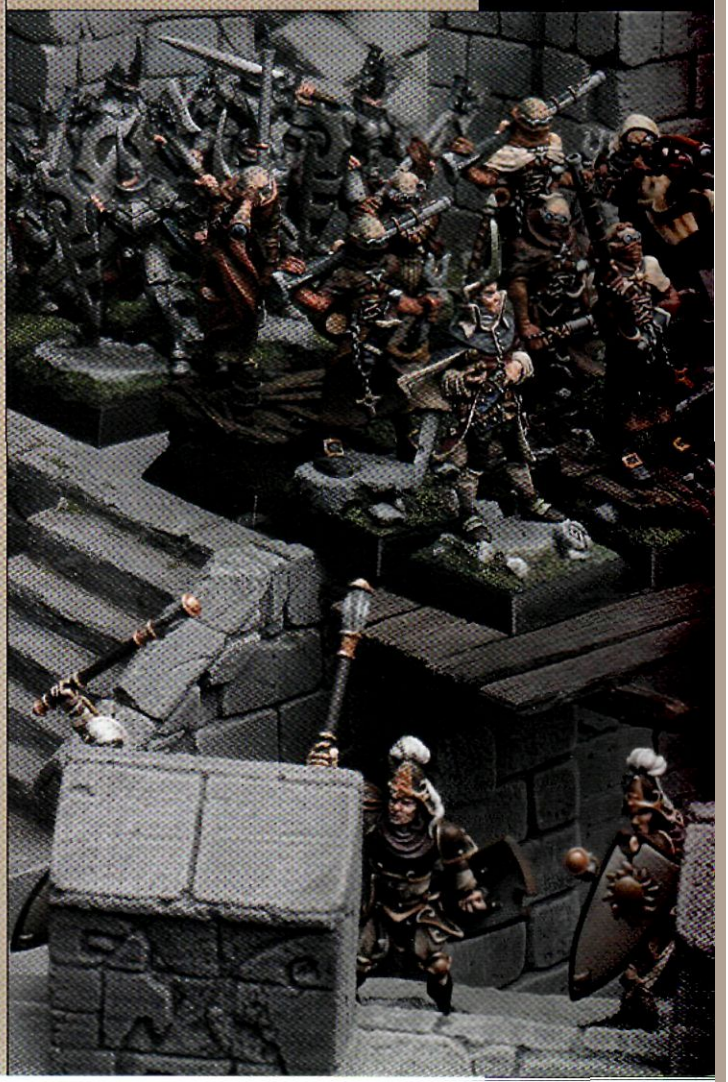
When the fighters using War fury make an Attack Roll, they can re-roll once each die whose result indicates a failure. Whatever the new result may be, it must be used for the test. This does not apply when the fighter makes a devastating attack. If a fighter uses a defence die to parry a devastating attack before he has announced if he is using War fury or not, then he cannot use this ability until the end of the round. **When a fighter has both the "Born killer" and "War fury" abilities,** he can also re-roll once his Damage Rolls that do not inflict any Wounds. This effect does not apply to devastating attacks.

War-horse: In hand-to-hand combat a war-horse gives a +1 on the result of the dice of its rider's Attack and Defence Rolls. Only a ⚅ gotten before adding this bonus can be rolled again.

Thanks to the "War-horse" ability a result of ⚀ on an Attack Roll is not considered an automatic failure. This ability does not apply in the round during which the fighter has charged. However, it works in the usual way when the fighter makes a devastating attack.

Warrior-mage: Fighters endowed with this ability have the following advantages:
- They can use spells and rituals.
- Their Intensity Potential is equal to their POW.
- In hand-to-hand combat they recover mana as if they were not in contact with an opponent.
- They can move further than their Movement rate and then cast spells.
- They cannot go into a trance.
- They can counter-attack.

Warrior-monk: Fighters endowed with this ability have the following advantages:
- They can use miracles and communions.
- They can choose only one miracle during the building of armies. It absolutely must come from their people's Cult or the Universal Cult, and from no other.
- They can call a miracle when in hand-to-hand combat.
- They can call a miracle even if they have suffered a Wound in the same round.
- They can counter-attack.
- They can move further than their Movement rate and then call a miracle.



APPENDIX 6
ABILITIES OF WAR MACHINES

There are many types of war machines with different ways of being operated. Their particular use in hand-to-hand combat and the way their servants fight is explained on their reference cards. However, there are certain general abilities shared by a large number of these deadly machines.

Impact/X: Some war machines are made to crash through the enemy ranks, mercilessly running over the unlucky ones who didn't manage to get out of their way.

When a war machine with this ability charges or engages, all friendly or enemy miniatures in contact with the front of the machine suffer a Damage Roll of which the Strength/STR varies according to the distance covered by the machine before the impact. This Strength/STR is equal to the value X multiplied by the number of 10 cm sections, even incomplete ones, covered by the machine's movement. The distance covered taken into account is the one between the machine's point of departure and the first miniature it meets.

If the war machine also has the "Irrepressible" ability and it has a speed counter at the beginning of the round, one considers that it has covered a distance equal to its Movement rate (MOV cm) at the moment of impact multiplied by 2.

The Damage Rolls caused by the impact are made as soon as the machine comes into contact with the target. If the fighters in contact with the front of the machine are killed on impact, the war machine can choose to continue its movement or to stop. If it continues its movement and hits a new miniature, then the new victim also suffers a Damage Roll with the same Strength/STR as the first impact. This does not allow the machine to move further than permitted by its type of movement.

Only the miniatures in contact with the front of the machine suffer its impact.

Inalterable: Unless noted otherwise, an Inalterable structure is immune to all game effects except firing and hand-to-hand combat attacks. If an attack or a shot should have a different effect than the loss of S.P., then ignore this effect and resolve the Damage Roll in the usual way.

Spells, miracles and other capacities have no effect on Inalterable structures. Its characteristics cannot be modified unless it has particular equipment mentioned on its reference cards. It cannot be given any other piece of equipment or artefact than those provided on its reference cards. However, an Inalterable fighter is still affected by effects that modify his surroundings. His line of sight can therefore be reduced by a Veil of Fog or a Veil of Soot, or blocked by a Wall of Earth.

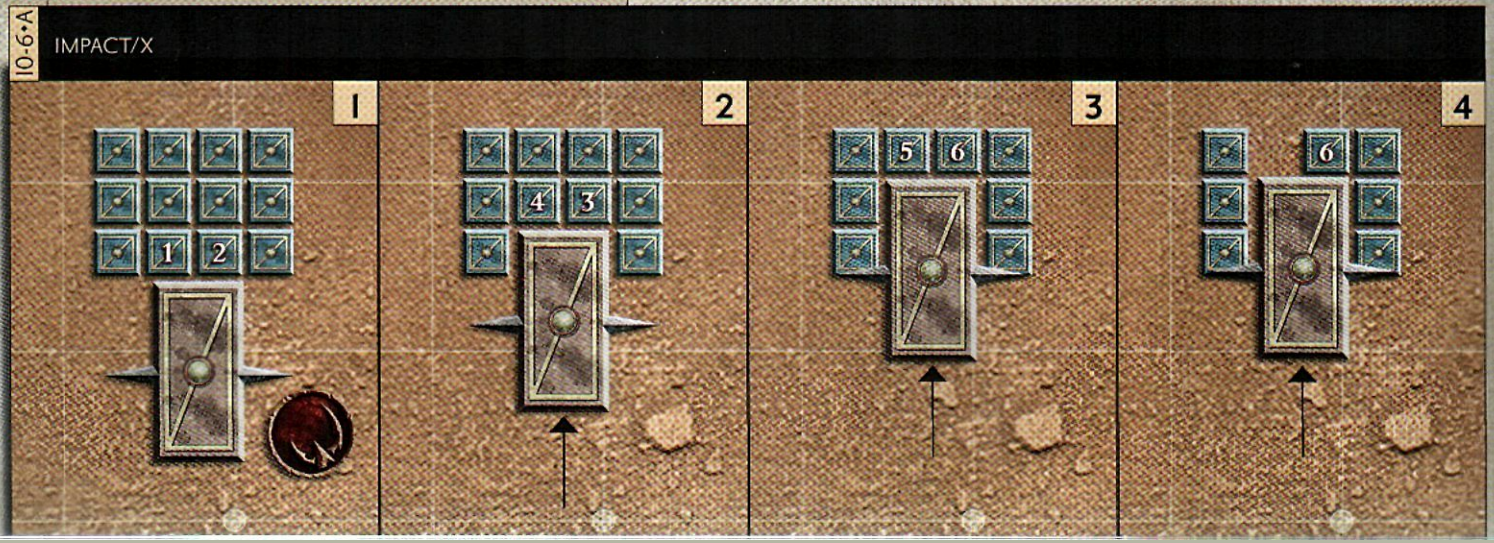
EXAMPLE 1
A chariot has the "Impact/3" ability. It charges a Unit by covering a distance of 23 cm, meaning three sections of 10 cm. The impact's Strength/STR is thus 3 x 3 = 9.

EXAMPLE 2
A chariot (MOV 20) has the "Impact/3" and "Irrepressible" abilities. When the player announces a charge for this machine, it has a "Run" counter. So whatever the distance separating it from the Unit targeted by its charge, one considers that it has covered a distance equal to double its Movement characteristic, meaning 40 cm in this case. The chariot thus covers four sections of 10 cm and the impact's Strength/STR is 4 x 3 = 12.

A chariot endowed with the "Impact/3" ability charges a Unit of goblin marauders in close formation. It has covered a distance of 18 cm, meaning two segments of 10 cm. The Strength of its charge's impact is therefore 3 x 2 = 6.

Six goblins are standing in its path.

1. Marauders 1 and 2 each suffer a Damage Roll (STR 6) and are both killed.
2. The chariot continues its charge and goblins 3 and 4 are hit and killed.
3. The chariot continues its charge and hits goblins 5 and 6.
4. Marauder 5 is killed but number 6 survives. The chariot's charge ends here.



PLEASE NOTE
The "Inalterable" ability does not apply to miniatures on board a war machine endowed with the "Transport" ability. However, the effects concerning the movement of these miniatures do not apply.

When its Structure Points reach 0 or less, an Inalterable structure is destroyed and not Killed Outright. This difference is important when dealing with certain effects that depend on a result of Killed Outright.

Irrepressible: This ability is the privilege of chariots and other powerful, fast-moving machines. These war machines move so fast that it is practically impossible to catch up with them to stop them. When a war machine with this ability moves over a distance greater than its Movement rate and it hasn't been stopped at the end of its movement, a "Run" counter is placed on its base. This indicates that it has gathered speed. This counter remains in place from one round to the next and is only removed when the machine stops or moves a distance smaller than or equal to its Movement/MOV.

Mechanic/X: Not just anybody can operate a cannon, a ballista or a catapult. The servants bound to these machines often know every nut and bolt of their machinery, and they always carry everything they need for emergency repairs. At the end of the round, during the mana recovery phase, a Mechanic can try to repair the machine to which he is bound. In order to do so he must be in base-to-base contact with the machine and not be in contact with an enemy. 1d6 is rolled and if the result is greater than or equal to X, then the machine recovers 1 S.P. On a result of [•] the Mechanic only makes things worse and the machine loses 1 additional S.P.

A Mechanic can only attempt to fix the machine with which he was deployed. No matter how many Mechanics are in contact with the war machine, a war machine can only be the object of one reparation attempt per round, if it fails or not.

A machine that has gathered speed cannot be engaged or charged by its flanks or from behind, except by enemies with an individual Strength greater than or equal to the war machine's RES.

If it is charged or engaged head on while it has gathered speed, it is considered to have made a counter-charge. No roll is then needed to determine if the counter-charge is successful; only the Initiative Roll must be made to determine which Unit places its miniatures in contact with the opponent.

A war machine with this ability can stop at any time while carrying out its Order. However, once it has stopped it, cannot move again during this round.

A war machine that ends the round in base-to-base contact with an enemy cannot benefit from a "Run" counter. It is then considered to be in hand-to-hand combat.

Minelayer: To protect themselves from attacks by enemy Scouts, the servants of some war machines bury explosives all around their position.

When he is deployed, a fighter who has this ability has two counters: a Trap and a Decoy. When the machine is deployed, these counters can be placed face down within 20 cm or less of the war machine to which the fighter is bound.

From then on any miniature, be it friend or foe, that passes within 5 cm or less of one of these counters sets it off. If it is a Decoy, then nothing happens. If on the other hand it is a Trap, then the mine explodes. All miniatures whose base is even partially within a radius of 10 cm around the counter suffer a Wound (STR 6). If several counters are set off by a miniature, then resolve their effects one after the other. The counter is then removed from the battlefield.

A mine cannot be set off in any other way.

Mowing/X: Some war machines are equipped with terrifying blades on their sides. This equipment can prove devastating when the machine hurls through the enemy ranks, mowing down fighters like ripe wheat.

When a war machine with this ability moves, every fighter, friend or foe, whose base is touched even partially by the blades represented on the machine's miniature must make an Initiative test.

This test's difficulty is equal to 6 if the fighter is acting in a detachment or in scattered formation.

This difficulty becomes 8 if the fighter is acting in close formation. This test's difficulty is lowered by 2 points for fighters who have the "Leap" ability.

If the test is failed, the fighter suffers a Damage Roll (STR X).

Rampart/X: Artillerymen of all peoples know that the greatest threat they face comes from the heavens. This is why, once they have deployed their machine, they try to protect themselves from flying creatures by planting long, jagged spears into the ground. Some even stretch vast nets between these poles to prevent all passage.

Thanks to this device no fighter whose Strength is less than 10 can move from altitude levels 1 or 2 to level 0 within a radius of X cm around the war machine that has this ability.

Sapper/X: Like the Minelayers who mine the terrain around them, Sappers erect summary fortifications to hamper the enemy's advance. As soon as a Sapper is deployed, a barricade can be placed within 20 cm or less of the machine to which he is bound. A barricade's dimensions are the same as those of a cavalry base, and it counts as an obstacle of Small Size that is 2 cm high. A barricade can, however, be destroyed. Each one has a Resilience of 10 and X S.P.

Transport/X: Some chariots or other vehicles are big enough to transport troops. X indicates the number of fighters that the vehicle can carry. This number can, however, vary according to the size of the fighters.

- Fighters of **Small Size** count for 1;
- Fighters of **Normal Size** count for 2;
- Fighters of **Large Size** count for 3.

A chariot with the "Transport/4" ability can, for example, carry four fighters of Small Size or two of Normal Size or even one of Large Size and one of Small Size.

During the deployment phase, miniatures can be deployed inside a vehicle. The player must announce which fighters are on board.

Transport/X is always associated with an access. This determines the side of the vehicle by which a miniature can get in or out of it. For example, in the case of a chariot whose access is "Sides," a miniature can board by being placed in base-to-base contact on the left or right side of the machine.

Units transported inside a vehicle follow the same rules as any other Units:

- If they are deployed inside a chariot at the beginning of the game, the total amount of carried troops in A.P. must be equal to 50 or more.
- If one or several Units are inside a vehicle, then together they form a single Unit.
- A Unit that ends its movement in contact with the vehicle's access can enter right away, but only if the vehicle is not moving. However, the whole Unit must be able to enter. A vehicle cannot transport just a part of a Unit and leave the rest of its members behind (unless the Unit is previously divided by a manoeuvre). A Unit of 50 A.P. or more can, however, be dispatched into several vehicles that are grouped into a single Unit. In this case all the troops must disembark at the same time and the Unit of vehicles cannot be divided as long as these fighters remain on board.
- The troops being carried can leave the vehicle as soon as the machine's Order has been carried out. This is only possible if the vehicle isn't moving. Several scenarios are possible:
  - If the vehicle is not moving yet when its Order is carried out, the fighters can disembark and then the machine can move normally. Or the vehicle can move and then stop to let the fighters get out.
  - If the vehicle is already moving when its Order is carried out (thanks to the "Irrepressible" ability for example), the fighters can only disembark once the vehicle has come to a standstill. The machine then cannot move again during the same round.
- The miniatures leaving the vehicle are placed in base-to-base contact with the vehicle's access and can immediately march. They cannot fire during the same round.

Magicians and faithful can use spells and miracles in the normal way though.

If a transported miniature cannot be placed in contact with the vehicle's access (because of an obstacle or other miniatures), then it remains inside the machine.

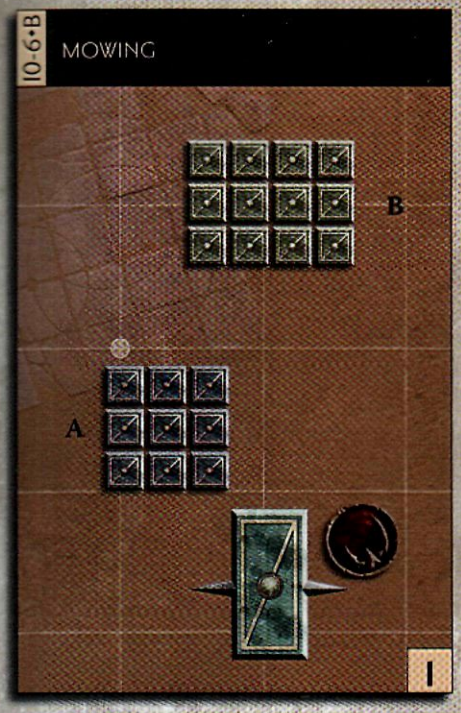
- If the vehicle is destroyed while fighters are on board, they suffer a Damage Roll (Strength/STR equal to the machine's Resilience/RES). If they survive, they are placed where the vehicle was, but they cannot fire, move, or make Power or Divination Rolls until the end of the round.

PLEASE NOTE! Fighters who have a mount in their equipment, who are sitting on a throne, and fighters of Very Large Size cannot be transported in a vehicle.

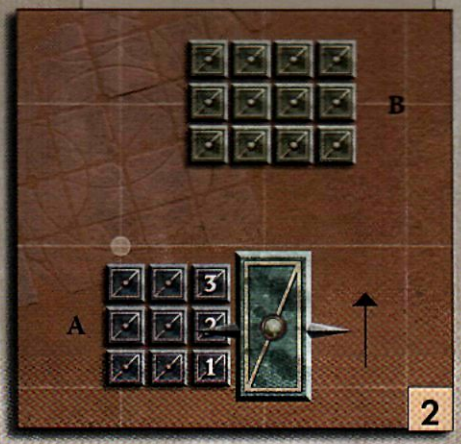
10-6-B

MOWING

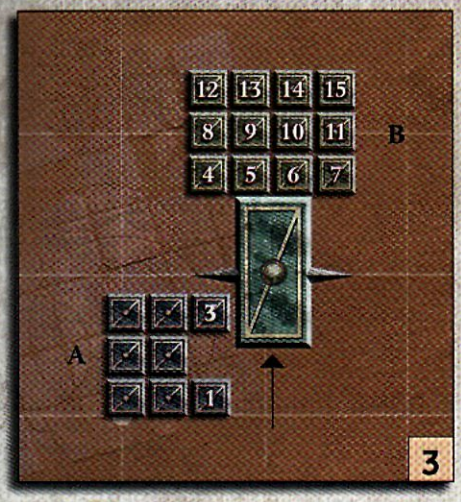
A chariot has the "Irrepressible," "Impact/3" and "Mowing/6" abilities.



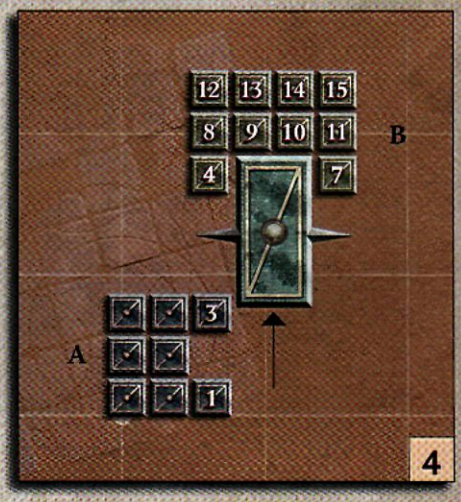
1 A charge by the chariot against Unit B is announced.



2 While making its charge it moves along the flank of Unit A, which is in close formation. Miniatures 1, 2 and 3 must therefore make an Initiative test with a difficulty of 8 to avoid the chariot's blades. Fighter 1 passes his test. The other two suffer a Damage Roll (STR 6). Miniature 2 is killed and miniature 3 survives the mowing.

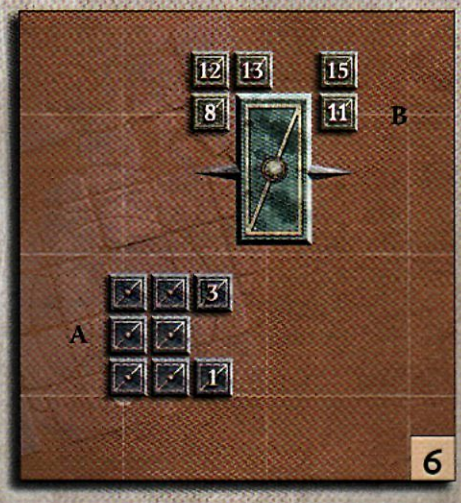


3 Miniatures 5 and 6 suffer the chariot's impact as described in the previous chapter. Both of them are killed.

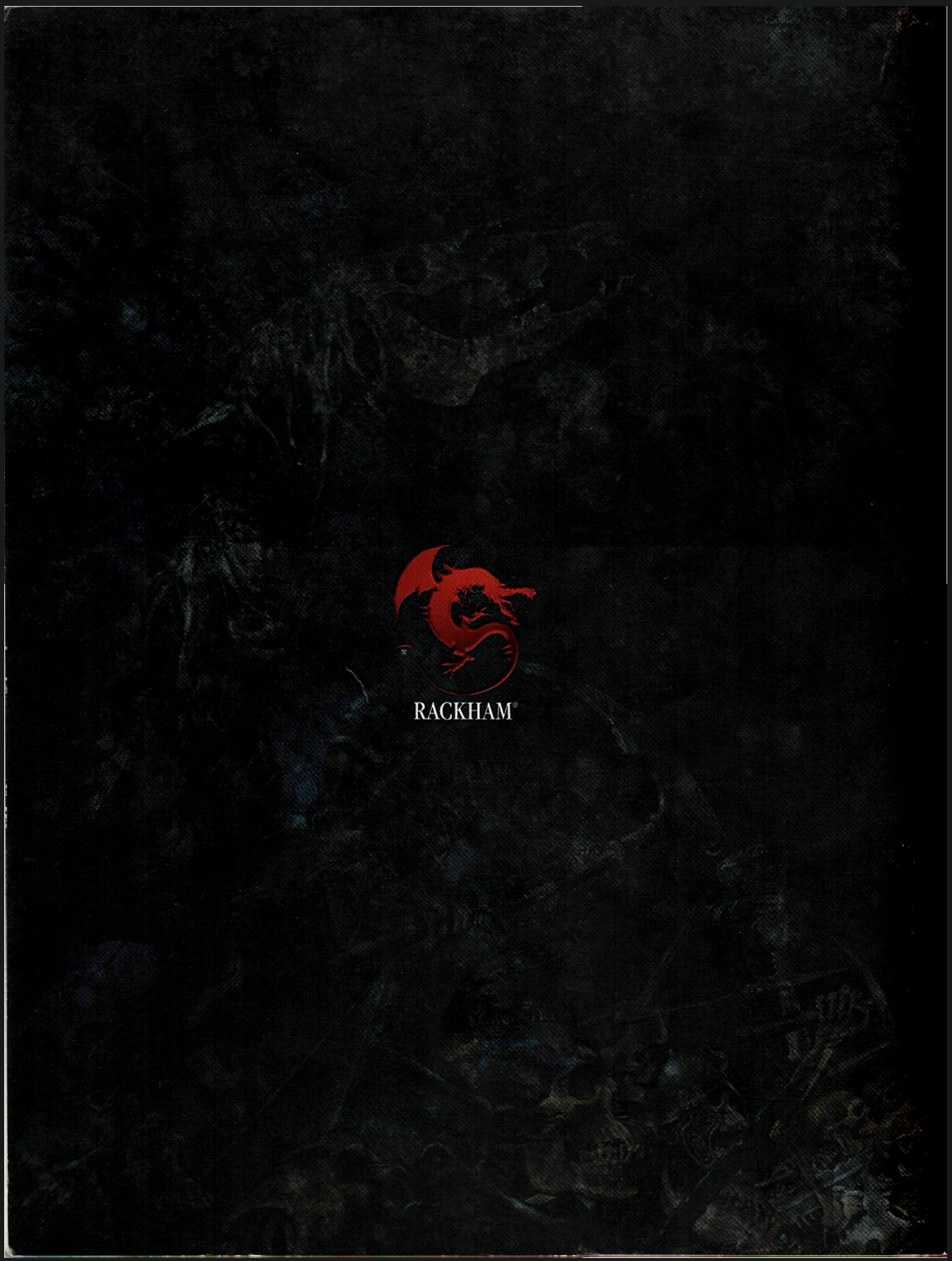


4 Miniatures 9 and 10 suffer the impact and are killed.

5 Miniatures 13 and 14 suffer the impact whereas miniatures 4 and 7 must make an Initiative test with a difficulty of 8 (since the Unit is in close formation) to try and avoid the blades.



6 Miniatures 4, 7 and 14 are killed. Miniature 13, however, survives. The chariot's charge comes to an end.


RACKHAM®

PION RAG UK 2 / © RACKHAM 1996-2004. All rights reserved.

ROUT

DISORGANISATION

DISENGAGE

MOVE AND FIRE

FIRE

DISPERSION TEMPLATE

CONTROL

RAPID FIRE

GAME PHASES

1	Rallying (DIS 6)	p.40
2	Entry of reserves (DIS 7*)	p.37
3	Order attribution	p.44
4	First firing / Incantation phase	pp.46, 54
5	Movement phase	pp.60, 82
6	Divination phase	p.77
7	Second firing / Incantation phase	pp.46, 54
8	Hand-to-hand combat phase	p.89
9	Mana recovery phase	p.58

* -1 in every round after the 1st roll.

ADDITIONAL ORDERS

TACTICAL ROLL RESULT	COMMANDER-IN-CHIEF'S RANK CATEGORY			
	1	2	3	4
⚀	-	1	2	3
1 to 5	1	2	3	4
6 to 10	2	3	4	5
11 to 15	3	4	5	6
16 to 20	4	5	6	7
21 and more	5	6	7	8

ORDERS

Cancelling an Order (before manoeuvre)	DIS 10
Immobile	–
March	–
Run	DIS 4
Charge	–
Disengage	INI or STR 4+1 *
Move and fire	–
Rapid fire	–
Fire	–
Charge reception	DIS 6
Counter-charge	INI 6
Pursuit	INI 4
Retreat	DIS 6
Flee	–

* Per opponent in base-to-base contact

Reorganisation	DIS 6
Fear and courageous Units	p.88

MANOEUVRES

Reorientation:	
• Quarter-turn	–
• Half-turn	DIS 5*
Rapid reformation	DIS 7
Backward movement	DIS 6*
Units regroupment	–
Unit division:	
• Movement phase	DIS 5
• During thrust movement	DIS 7
Sideways movement	DIS 7*

* Automatic for detachments and units in scattered formation.

Independents can freely leave a Unit if they wish. (See p.73)

MANA RECOVERY

RESULT	INITIATE	ADEPT	MASTER	VIRTUOSO
⚀	0	0	0	0
0 and less	1	1	2	3
1 to 5	2	3	4	5
6 to 10	4	5	6	7
11 to 15	6	7	8	9
16 to 20	8	9	10	11
21 and more	10	11	12	13

CASTING RESTRICTIONS

Initiate	2 spells/round
Adept	3 spells/round
Master	4 spells/round
Virtuoso	5 spells/round

TEMPORARY FAITH

Devout	1 T.F. point for every 3 miniatures within the aura of faith
Zealot	1 T.F. point for every 2 miniatures within the aura of faith
Dean	1 T.F. point for every miniature within the aura of faith

PENALTIES

Scattered formation	ATT/DEF/RES -1
Charge	INI/ATT/DEF -1
Disorganisation	INI/ATT/DEF -1
Rout	INI/ATT/DEF -1
Death of the Commander-in-chief	DIS rolls -1
Rapid reformation	MOV -2.5
Half-turn	MOV -2.5
Sideways movement	MOV -2.5
Change of altitude level	MOV -5

RAG·NAROK

Control
Immobile
March
Run
Charge
Flight level 1
Rout
Disengage
Move and fire
Rapid fire
Normal fire
Flight level 2
Disorganisation
Charge reception
Counter-charge
Pursuit
Retreat
Flee

DISPERSION

4cm
6cm
8cm
10cm
12cm
14cm

PION FICHEREC UK © RACKHAM 1996-2005. All rights reserved.

COMBAT DICE

Small Size	1
Medium Size	1
Large Size < 50 A.P.	1
Large Size ≥ 50 A.P.	2
Very Large Size	3
Colossal	+1
Gigantic	+2
Character	+1

DOMINATION FACTOR

Small Size	1
Medium Size	1
Large Size	2
Very Large Size	3
Colossal	+1
Gigantic	+2

WOUND TABLE

D6 RESULT	STR – RES -/-20	-19/-18	-17/-16	-15/-14	-13/-12	-11/-10	-9/-8	-7/-6	-5/-4	-3/-2	-1/0	1/2	3/4	5/6	7/8	9/10	11/+
1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1
2	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	1	1
3	-	-	-	-	-	-	-	-	-	-	-	1	1	1	1	1	2
4	-	-	-	-	-	-	-	-	-	1	1	1	1	1	1	2	2
5	-	-	-	-	-	-	-	1	1	1	1	1	1	1	2	2	2
6	-	-	-	-	-	-	1	1	1	1	1	1	1	2	2	2	2
7	-	-	-	-	-	1	1	1	1	1	1	1	2	2	2	2	3
8	-	-	-	-	1	1	1	1	1	1	1	2	2	2	2	3	3
9	-	-	-	1	1	1	1	1	1	1	2	2	2	2	3	3	3
10	-	-	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4
11	-	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4
12	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4	5
CONFRONTATION EFFECTS										✓		✓		✓			

Sacred weapons: The target's Resilience/RES is divided by two and rounded up to the higher integer.
Sacred armour: Immunity/Exceptional Wounds. Fighter is subjected to a Damage Roll, the player rolls 1d6. On a result of ⁘ or ⁝⁝ this Damage Roll is cancelled.

WOUND LEVELS

Small Size	1
Medium Size	1
Large Size < 30 A.P.	1
Large Size ≥ 30 A.P.	2
Very Large Size	3
Colossal	+1
Gigantic	+2
Warrior-mage / Warrior-monk	+1
Character	+2

OUTCOME OF THE FRAY

(COURAGE TEST AT COMBAT OUTCOME)

Loser's Domination Factor <	6
Loser's Domination Factor < than 10 or +	8

MODIFIERS

Unit in scattered formation	+1
Disorganised Unit	+1
Unit in state of control	+1
Dreadful enemy in the fray	+1

FIRING

RANGE	DIFFICULTY	
Short	4	6
Medium	7	9
Long	10	12

MODIFIERS

"Move and fire" Order	+1
Partially visble target	+1
Targeted Unit is a detachment or in scattered formation	+1
Target of Large Size or bigger	-1

RAG·NAROK

Control
Rout
Disorganisation
Immobile
Disengage
Charge reception
March
Move and fire
Counter-charge
Run
Rapid fire
Pursuit
Charge
Fire
Retreat
Flight level 1
Flight level 2
Flee

RACKHAM®

PION FICHEREC UK © RACKHAM 1996-2005. All rights reserved.

FLIGHT LEVEL 2

FLIGHT LEVEL 1

FLEE

RETREAT

COUNTER-CHARGE

CHARGE RECEPTION

DISPERSION TEMPLATE

PURSUIT

PION RAG UK 3 / © RACKHAM 1996-2004. All rights reserved.

IMMOBILE

MARCH

RUN

CHARGE

DISPERSION TEMPLATE

PION RAG UK 1 / © RACKHAM 1996-2004. All rigths reserved.